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ISSUE 81

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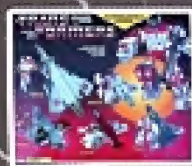
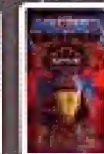
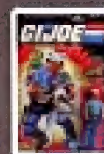
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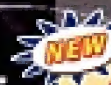
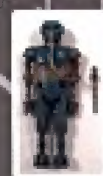
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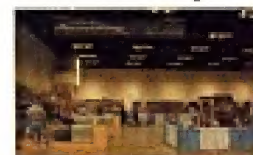
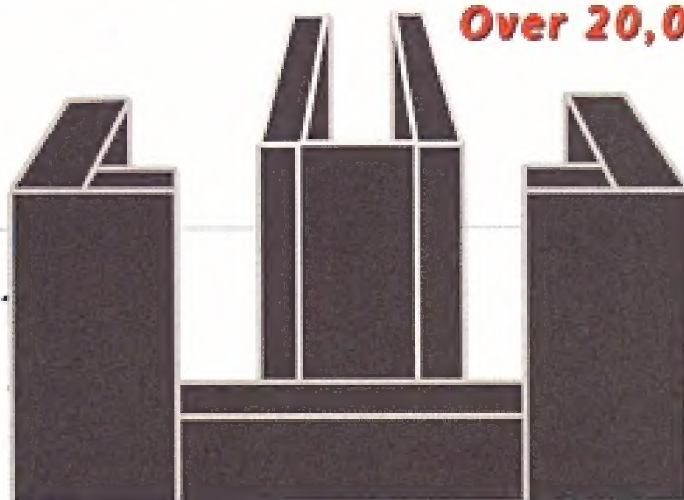
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By Brett Rector

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Why I Like Old Ben

The *Star Wars* universe is absolutely chock-full of iconic characters—Luke Skywalker, Boba Fett, Han Solo, Darth Vader, and Yoda, just to name a few. Yet for as great and recognizable as they are, it is Obi-Wan Kenobi that, like the Force itself, binds the galaxy far, far away—not to mention the two trilogies—together. For starters, Kenobi is in exclusive company in that he is one of only four characters to have been in all six films, along with R2-D2, C-3PO, and Anakin (technically speaking, that is). Next, he had the honor of serving as mentor to both Anakin and Luke Skywalker, albeit for a much shorter time with the latter. Lastly, two superb actors have worn his coveted Jedi robes and both have been nothing short of spectacular in their portrayal. When breaking down their performances, there is no question that Ewan McGregor has done an excellent job of carrying the blue blade forward (or is it backward?), but it is the late Sir Alec Guinness' portrayal of Obi-Wan that helped define the Jedi through his calm, his wisdom, and his intensity.

I'm certainly not taking anything away from Ewan. In fact, he has already stated that the decisions Alec made almost 30 years ago are still the basis for his character today (see "I, Jedi" starting on page 46). And when it comes to onscreen excitement, there is no question that McGregor is physically more dynamic than Guinness, if only because he's younger and more athletic. However, for those of us who experienced *Star Wars* for the first time during its initial theatrical release, it was the mystique of Obi-Wan that made him intriguing. Seriously, when you have a hotshot young hero blowing up "the ultimate power in the universe" on one side and the most recognizable villain in pop culture history on the other, you have to do a lot to gain any recognition.

As I left the theater those many years ago, it was Ben's line, "If you strike me down, I will become more powerful than you can possibly imagine," that stood out in my mind the most (right after "May the Force be with you," of course). Of all the characters in *A New Hope*, I found Obi-Wan to be the most interesting and thought provoking. For one, he was a Jedi Knight. Without the benefit of continuity back in 1977, those two words were as mystical as anything imaginable. In fact, you needed to use your imagination simply to conjure up what they might have looked like, let alone what kinds of fantastical deeds they were able to perform. Next, he knew what the Force was and, more importantly, how to use it. Again, without the foresight of continuity, one could only imagine the extent of what using this power could truly accomplish—although there was a degree of certainty that you wouldn't want to be on the other end of it, mind trick or otherwise. Finally, Obi-Wan established that he was an adversary not to be taken lightly and that he still had the chops to handle his business, despite his claim to Luke that he was too old. Sure, Han's smooth demeanor established him as the cool antihero, but Kenobi's handy work while quickly dealing with Dr. Evazan and Ponda Baba using "only" a lightsaber (ah! yet another reason) and the stare-down he gave the rest of the patrons in the cantina spoke volumes.

Without a doubt, there are many more examples within the original trilogy as to what made Old Ben such a memorable character, but I am working within a finite medium here. I simply want the younger fans out there to appreciate the subtle yet powerful performance Alec Guinness gave, to recognize his great contribution to the saga, and more importantly, his contribution to the character. Because as highly suited as Ewan is to play the younger Kenobi, who knows if he even would have gotten the part had not Guinness come before him.

Brett Rector, Editor-in-Chief



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Star Wars Insider, May/June 2005, (USPS 003-027), (ISSN 1041-5122), is published bimonthly for \$39.95 by IDG Communications, Inc., 555 12th Street, Suite 1100, Oakland, CA 94607, 510-768-2700. idg.com. An IDG Company: The World's Leader in Information Services (an Information Technology). Periodical postage paid at Oakland, CA, and at additional mailing offices. POSTMASTER: Send address changes to Star Wars Insider, P.O. Box 37087, Boonville, IA 50037-0087. Change of address: Please send old label and new address to Star Wars Insider, P.O. Box 37087, Boonville, IA 50037-0087. Foreign and Canadian orders must be prepaid in U.S. dollars on a U.S. bank and must include \$10 for Canadian delivery. Canadian GST # 131 304 347. Agreement number 406740021 assigned by Canada Post. Return undeliverable Canadian addresses to: P.O. Box 1632, Windsor, ONT N9A 7C5. Printed in the U.S.A.

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The Outcome Is Unanimous: Mandalorians a Huge Hit

WE WANT MORE!

I don't normally take the time out of my life to write to publications, regardless of the circumstance. I know that I really ought to in order to show my support for those things that enthrall me and my disdain for those things that don't, but, like pretty much everyone, I don't always do everything that I should.

Well, I've made up my mind to actually do it this time because the article about Mandalorians by Abel Peña in the latest *Insider* was, without a doubt, the most enjoyable piece I have ever read in your magazine.

Now this is not an unbiased comment. I love the Mandalorians—Boba Fett was one of my childhood heroes. Over the years, I have gone out of my way to pick up anything with Mandalorian topics, and I'm very aware of how convoluted the continuity is. Despite my borderline obsession with the group, I was both thrilled and somewhat skeptical when I heard the article was going to appear in *Insider*—would the writer really manage to smooth things out, or would he leave more unanswered questions?

I was a fool to doubt! Mr. Peña succeeded with flying colors, and as a hardcore Mandalorian and Fett fan, I couldn't have been more ecstatic with the implemented fixes. Not only was the article entertaining and informative, but the idea that future authors now need not be afraid to utilize the Mandalorians because of their confusing backstory is one that fills me with joy.

Thanks so much for printing this wonderful piece in your pages, and I very much look forward to any articles by Mr. Peña in the future.
—Rhian Rutherford, via Internet

We couldn't agree with you more, Abel did an outstanding job on the article, and based on the feedback we've received on this, many fans feel the same way you do. As long as he keeps coming up with great ideas, we'll keep publishing them. In fact, readers can look for an Expanded Universe piece by Abel to pop up in the next couple of issues. The feeling of anticipation is downright palpable, isn't it?

SPEECHLESS IN GEORGIA

No one can express in words our excitement when we receive our copies of *Insider* magazine.

We love the new format, articles, and departments, especially the latest *Prequel Updates on Episode III*, the *Comlink Letters*, *Ask the Master* by Pablo Hidalgo, *Scouting the Galaxy* by Steve (da MAN!) Sansweet, and, of course, *Bantha Tracks* by Mary Franklin. In addition to all the special articles and features packed into each issue, we start looking forward to the next one almost immediately.

I know I speak for all the fans when I say I would love to see more on Star Wars. Celebration III coming up in just a few months as well as spotlights on collectors like myself and their collections. Keep up the good work!

—Robert Bean, Stockbridge, GA and
Floyd Grimm, Atlanta, GA

Fan enthusiasm is something we here at *Insider* really relish—we love creating the magazine just as much as you enjoy reading it. And for all you readers like Robert and Floyd who want more details about CIII, turn to *Skywalking News*, page 22, for more updates about the convention, or log on to starwarscelebration.com for all the up-to-the-minute info.

MORE FICTION AND CROSSWORDS, PLEASE

After reading Issue 78 at a friend's house, I immediately went out and bought Issue 79. I have to say I was very delighted to see that you had brought back the crossword puzzle after hearing so much about it.

I'm also a big fan of the fiction and was wondering if a fan or an official Star Wars author wrote the story "Death in the Catacombs"? If the former, do you accept fiction submissions for print in your magazine, or do you have to be a previously published author? In any event, keep up the good work on the magazine.

—Robert Carlisle, via Internet

Time and time again, we receive mail praising the fiction section of *Insider*. We also receive a lot of mail wondering if we accept fan fiction pieces. At present, we feature stories only written by previously published Star Wars authors, whether they are novelists or comic-book writers. There may come a time when we begin accepting fan fiction, and we'll certainly put the word out if that ever happens.

On a side note, we have also received letters regarding the frequency of our fiction section. At present, we publish fiction, as well as crossword puzzles, in every other issue, and our next planned piece will appear in Issue 83. Luckily, we have an excellent story in this issue by Karen Traviss, beginning on page 60, and two puzzles, on page 76.

TELLING A CLONE BY HIS COLOR

Do the different colors on the clone trooper armor resemble different ranks? If so, could you tell me what they stand for?

—Kenan Pretzer, Fresno, CA

Why, yes, they do. However, rather than give a quick answer to what the different colors mean, we are planning a future article for *Insider* that will act as a field guide to all the clone trooper ranks and markings. So stay tuned.

CONSIDER HIM BROUGHT BACK

I had to laugh at the "Bring Back Lumpy" letter from your most recent issue. Four years ago, I went to a Fourth of July festival and bought a copy of the *Star Wars Holiday Special* for \$15. The cover was obviously created on someone's personal computer (it has Yoda wearing a Santa hat on the front). The video is old, includes original commercials that aired during the special, and actually has some footage from another movie on it. Although this has got to be the worst show I have ever seen, I treasure it as a tangible reminder of a bygone television era. By the way, would the video happen to be worth anything?

—Jean Seifert, Norwich, CT

Okay, so maybe we're not really bringing Lumpy back, but we received quite a few letters from readers who actually have a copy of the *Holiday Special*. And if we can put on our Steve Sansweet cap for a second, the video probably isn't worth the \$15 you paid for it. But then again, the value for just about anything is in the mind of the beholder. ☺



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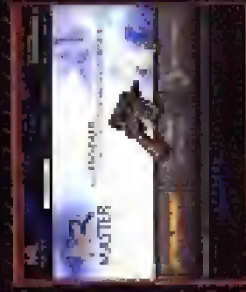
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PREQUEL

WITH PRODUCER RICK MCCALLUM

By Brett Rector



Right about now, fans the world over can almost feel May 19. For nearly a year, that coveted date has been etched in some form or another on calendars, in notebooks, in memory—you name it. And right about now, the only thing that's on Lucasfilm's collective mind is getting *Revenge of the Sith* ready so that once that date does roll around, audiences will get their chance to witness cinematic history, *Star Wars*-style.

Normally when we speak to producer Rick McCallum, it's in the comfort of his office, located in the main house of Skywalker Ranch. However, when we caught up with him in February, we learned that he had sped off to London in late January. And even though he had traveled 5000 miles, things hadn't slowed down a bit. "We've been locked in a room for the last four or five weeks to get things finalized so we can make our final push and get the film done," says McCallum. "The pace we're working at right now is simply blistering."

When we spoke to the producer in mid-December last year, McCallum hinted at the possibility that another trip to Elstree Studios in London would be in order—and sure enough it was. But at the time, he didn't know what the shooting schedule would entail or who the participants would be. As we finally learned, a host of primary actors returned for duty, some of whom were there for filming, including Hayden Christensen and Natalie Portman, while others, such as Samuel L. Jackson, Ian McDiarmid, and Anthony Daniels, reported for sound looping and voice-over work.

"We came back to London because we had to record some new dialogue and to record some replacement dialogue. We also had a few additional shots to complete, which took about a week or two to set up. What I mean by that is we had to decide what crew we needed on hand to make the shoot happen and then arrange for them to be here. We also had to review what scenes we would be filming, assemble the set, and, for continuity's sake, make sure we had all the right costumes available," explains McCallum. "Fortunately, we were only filming for half a day against a blue-screen, so the prep work was fairly minimal."

However, the work that was accomplished in England just added to the overall load as there is still much to do to complete the film. Despite it all, McCallum is feeling good about the progress being made. "Things are going very



UPDATE

Episode III



On a balcony over a deadly river of molten lava, Obi-Wan Kenobi (Ewan McGregor) and Anakin Skywalker (Hayden Christensen) exchange blows in a lightsaber battle destined to change the course of galactic history. —Digital work by JLM



Anakin Skywalker slips into Supreme Chancellor Papadine's private box at the Covariant opera house to confer about quickly meeting events. —Digital work by ILM



Jedi Aayla Secura (Amy Allen) is ready for danger with her backup clone trooper squad in a sun-dappled forest valley of the planet Felucia. —Digital work by ILM

well, absolutely fantastic," says McCallum. "Every Tuesday and Thursday evening, George and I spend about two or three hours via satellite transmission with ILM to go through all the shots that are being completed back in California. Since we've been in London, the team has gone through almost 300 shots," McCallum also

stated that the review process is holding steady. "We're up to about 80 shots per week at this stage, and we have about five more weeks to go," he says. "We have a ballpark figure of 300 or 400 shots left to finalize, which is very normal for a huge film such as this. I estimate we'll be done in early April," says McCallum.

"The sessions went great, and the work John did for us was just truly phenomenal..."

In addition to the seemingly endless amount of film work to be completed, there's also the little matter of *Revenge of the Sith's* musical score,



The specter of true evil in the galaxy (played by actor Ian McDiarmid) makes an appearance in the chambers of the Galactic Senate in *Star Wars: Episode III Revenge of the Sith*.—Digital work by ILM.



The skeletal planet of Utapau has been fixed with fascinating problems and living or working quarters of various designs. In the foreground is Chalmers' Rem's starfighter.—Digital and model work by ILM.

Since Issue 79, *Insider* has been reporting on its status, and on February 2, composer/conductor John Williams arrived at Abbey Road Studios to officially begin recording—and by all accounts, everything went off without a hitch. “The sessions went great, and the work John did for us was just truly phenomenal—really, fantastic as always,”

explains McCallum. “Things went so well, in fact, that he finished up a day early. However, now John is off to begin work on scoring *War of the Worlds* for Steven Spielberg. Like the rest of us, he has no down time.”

With so much going on, it isn't hard to imagine the stress everyone is under as all the teams at

ILM and Skywalker Sound forge ahead, including McCallum himself. Being the consummate professional, he has only one thing on his mind. “I don't think about anything else than the film,” says McCallum. “It's very relentless at this stage of production, and everyone just has their heads down to take care of the business at hand.” ☐



The battle for Kashyyyk is fierce with the native Wookiees defending their home world with the aid of Jedi and clone troopers. —Digital work by ILM



"Dark Vader!" "Yes, master?" "Obey!"
—Digital work by ILM



And Master Mace Windu (Samuel L. Jackson, third from left) has backup help from fellow Jedi (from left) Sateen Tii (Kier) Oates, Anakin Skywalker (Jake Lloyd), and Kit Fisto (Don Cook) as they confront Supreme Chancellor Palpatine. —Digital work by ILM



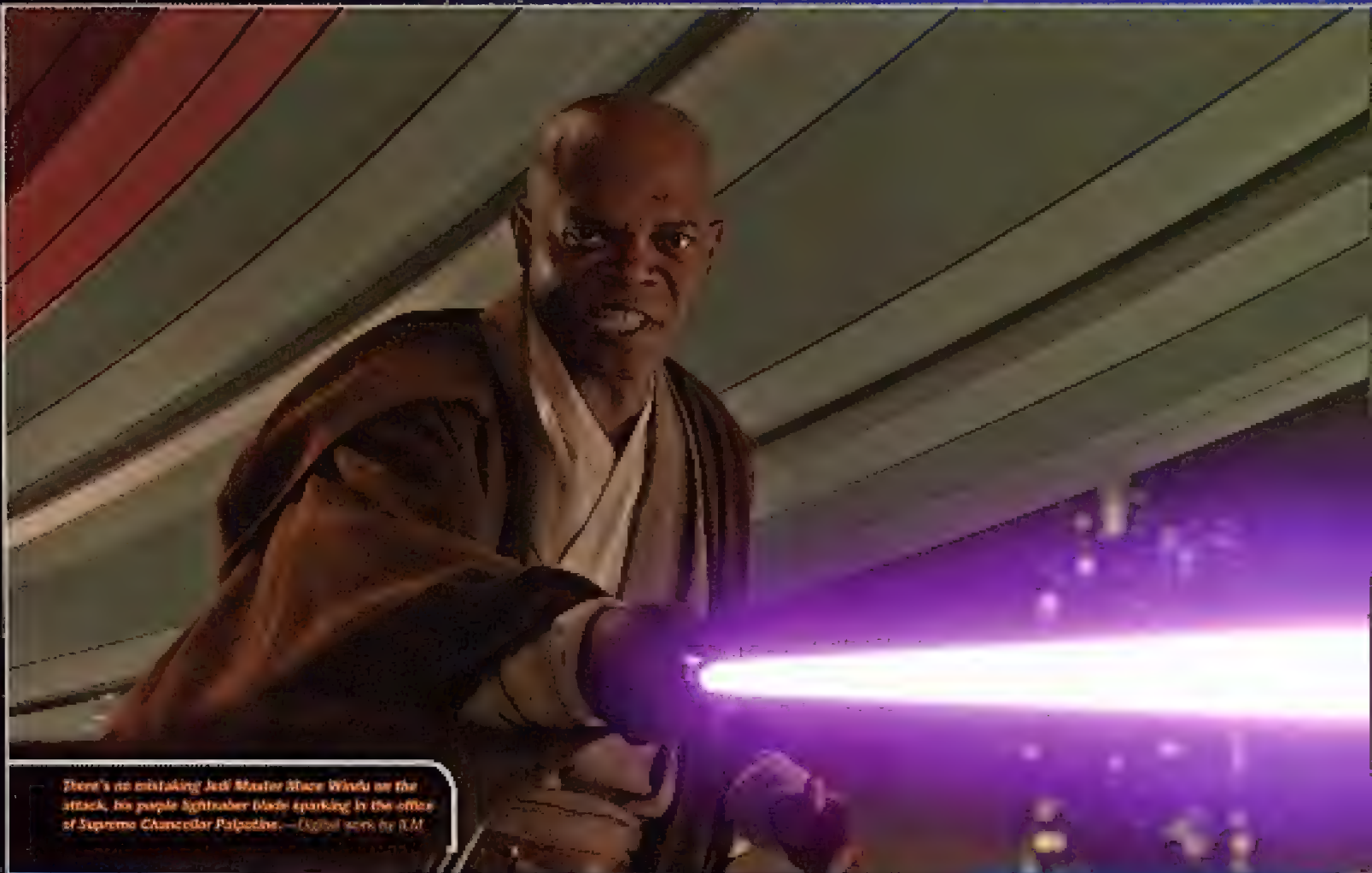
"We're not making one great," as Yoda knows, but if there's a real need to fight, there are few weapons better to have on your side than the divisive Jedi Master.—Digital work by J.M.



Obi-Wan Kenobi's Jedi starfighter goes in for a landing inside a shrine on the planet Utapau, a place where he hopes to find the Separatist General Grievous.—Digital work by J.M.



Producer Rick McCallum, actor Hayden Christensen, director George Lucas, and costume designer Trisha Biggar look on at one of the very last shots for *Revenge of the Sith* on January 31 at Elstree Studios in England, where the original *Star Wars* was made nearly three decades before.—Photo by David Hooton



There's no mistaking Jedi Master Mace Windu on the attack, his purple lightsaber blazing in the office of Supreme Chancellor Palpatine.—Digital work by J.M.



General Obi-Wan Kenobi and three clone troopers scan the progress of a battle on a holographic global projection aboard a Republic cruiser.—Digital work by J.M.



Hayden Christensen plays the green Anakin Skywalker and Ewan McGregor is his mentor Obi-Wan Kenobi in the final film of the Star Wars saga.
—Photo by Keith Hartshorn

CONTROL IS THE KEY TO CONQUEST.

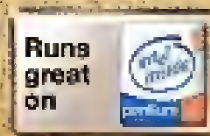


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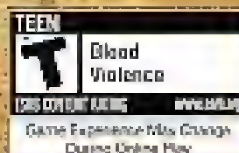
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Star News From Around the Galaxy

LINING UP FOR A GOOD CAUSE

Beginning April 6 outside the historic Grauman's Chinese Theatre in downtown Hollywood, the Force will begin to take over. And no, the Jedi Council will not be present. Instead, members of Liningup.net, which consists of fans from around the country and even other parts of the world, will again descend upon the popular cinematic landmark to begin lining up to see *Revenge of the Sith* on opening day.

The cause? First and foremost, it's to raise money for the Starlight Children's Foundation (starlight.org), which works with 1000 hospitals worldwide to help seriously ill children. "We contacted Starlight because *Star Wars* actors like Mark Hamill have supported the charity in the past," said Webmaster for Liningup.net Alyse Pozzo. "For many of us, *Star Wars* captured our hearts as children, and we've continued to work with Starlight because they have been so enthusiastic and supportive of our group. They are an amazing organization, and we're proud to continue our line fundraiser for them this year."

In addition to helping raise money for the charity, which was estimated to total \$50,000 for the previous two films, the people associated with Liningup.net are there to have a good time and share their love of *Star Wars* with other fans. "We enjoy doing it, we enjoy raising the money, and we enjoy having a goal and seeing the outcome," said spokesperson Emily Christensen. "You can't go wrong helping children."

Made up of some of the original members of Countingdown.com, which began working with Starlight in 1999 before the release of *The*

Phantom Menace, Liningup.net officially began in April 2002, just prior to the opening of *Attack of the Clones*. For more information about the group, including an FAQ on how to participate as well as the latest news and updates, or to donate to Starlight, go to liningup.net.

ILM, SKYWALKER SOUND TEAMS NOMINATED FOR FIVE ACADEMY AWARDS

ILM and Skywalker Sound teams received five Academy Award nominations as the names were read out for the 77th annual ceremony, which were held February 27 at the Kodak Theatre in Hollywood. Congratulations to Roger Guyett, Bill George, and the ILM team that worked on *Harry Potter and the Prisoner of Azkaban* for their Best Visual Effects nomination. Kudos, too, to Skywalker Sound's Randy Thom, nominated for four Oscars, along with his colleagues: for Best Sound Editing with Dennis Leonard for *The Polar Express* and Michael Silvers for *The Incredibles*; and for Best Sound Mixing with Gary Rizzo for *The Incredibles* and Tom Johnson for *The Polar Express*. Those two films cornered four of the eight nominations in sound categories.

EMPLOYEES, LUCASFILM RAISE \$2.1 MILLION FOR EARTHQUAKE AND TSUNAMI RELIEF

In the wake of the disaster in the South Pacific, Lucasfilm employees helped generate \$63,281 in donations to the American Red Cross in just under two weeks last January to help support the earthquake and tsunami relief effort.

"The contributions came from every corner of the company at every campus," said Lucasfilm President Mich Chau. "I'm happy to say that with Lucasfilm's match we will provide a total of \$126,562 in relief funds to the millions of people affected by this unprecedented disaster."

In addition to this amount, Lucasfilm also announced that it will make additional contributions of \$500,000 each to the earthquake and tsunami relief efforts of the American Red Cross, United States Fund for UNICEF, Save the Children, and CARE USA. This brings the Lucasfilm family's contribution to \$2,126,562.



INDIANA JONES 2 BAD GUY DIES AT 72

Bollywood actor Amrish Puri, better known to U.S. audiences as the villain in 1984's *Indiana Jones and the Temple of Doom*, died January 12 at the age of 72. The performer passed away after a long illness.

Puri was born in India on June 22, 1932. It wasn't until 40 years later that he entered showbiz with *Aashma and Shera*, a drama about star-crossed lovers.

Although he auditioned for numerous hero roles, he was generally hired only to play bad guys, a trend that has characterized his career of more than 200 films.

In 1982, Puri crossed over to western audiences to play the role of Kahn in Richard Attenborough's 1982 biopic *Gandhi* as well as star in the aforementioned *Temple of Doom*. For his role as Mola Ram in the Spielberg action flick, Puri shaved his head, a look he maintained for the rest of his movie career.

In Hindi cinema, Puri became popular for playing various bad guys, ranging from stern fathers to gang leaders, such as his role as Magambo in 1989's *Mr. India*.



Participants of Liningup.net in the theater for the opening of *Attack of the Clones*



JOIN ME!

LucasArts is receiving gaming press buzz for its announcement about the upcoming release of *Star Wars: Empire at War*. The real-time strategy PC game takes place a few years prior to the events of Episode IV and lets players experience the creation of the Rebel Alliance and Darth Vader's rise to power with battles on Hoth, Tatooine, and Dagobah. The game is scheduled to hit shelves this fall.

NEW YORK LINE FOR REVENGE OF THE SITH BACK AT THE ZIEGFELD THEATER

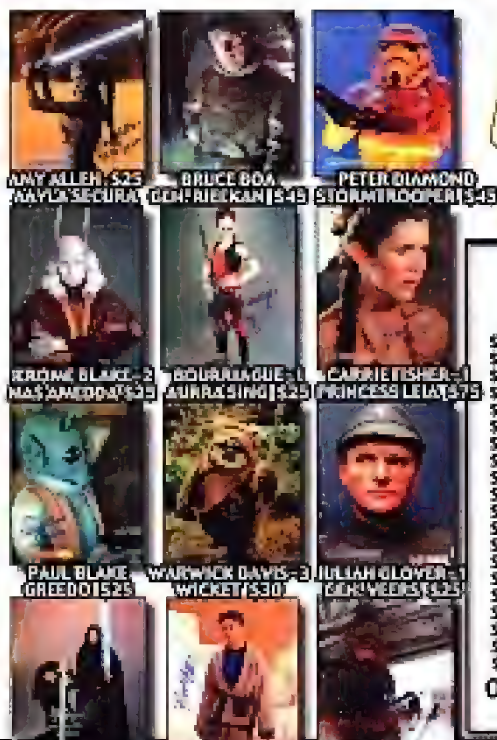
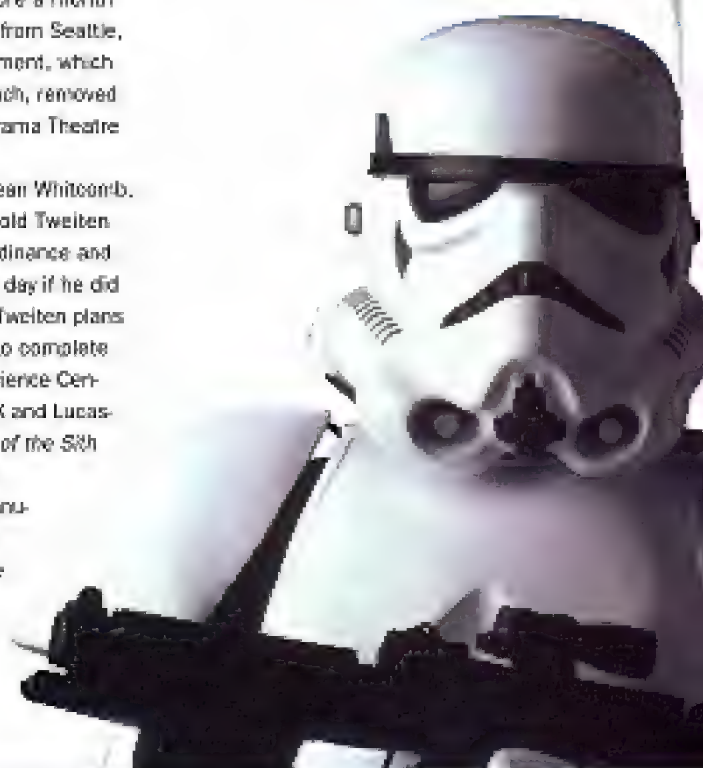
Beginning April 30 and lasting until midnight on May 19, NYLine, an all-volunteer partnership that was formed to celebrate the release of the *Star Wars* prequels, will assemble approximately 350 *Star Wars* fans from the New York City tri-state area and around the world for a three-week Stand-a-Thon benefiting the Starlight Children's Foundation, to be held in front of the Ziegfeld Theater in New York City. For information on how to participate or to make a donation, visit nyline.org.

MOVE ALONG, MOVE ALONG

Star Wars fans are simply rabid when it comes to movie premieres, but one movie-line squatter had his stay in line cut short even before a month had expired. Jeff Twelten, an artist from Seattle, Washington, had his mini-encampment, which consisted of himself and a blue couch, removed from the sidewalk outside the Cinerama Theatre in late January.

According to SPD spokesman Sean Whitcomb, Seattle Police served the 27-year-old Twelten with a copy of the (no sit/no lay) ordinance and told him he would be cited the next day if he did not move. Not one to be deterred, Twelten plans to continue his vigil and will look to complete his journey in front of the Pacific Science Center IMAX Theatre, even though IMAX and Lucasfilm officials told him that *Revenge of the Sith* would not be playing at the theater.

Tweltlen's crusade began last January, at which time he was prepared to wait in line for 139 days until the premiere of *Revenge of the Sith*, which opens in theaters nationwide May 19. —Brett Rector



STAR CELEBRATION II WARS

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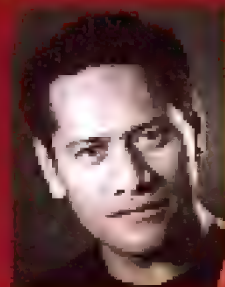
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III STAR WARS CELEBRATION UPDATE

TIME FOR THE STAR WARS PARTY OF A LIFETIME

CELEBRITY MCS FOR CELEBRATION III!



Jay Laga'aia



Warwick Davis

Celebration III welcomes celebrity MCs Jay Laga'aia and Warwick Davis to the main stages at the Indiana Convention Center April 21 through 24, 2005.

Laga'aia (Captain Typho, *Attack of the Clones* and *Revenge of the Sith*), will command the Saga more Ballroom stage as celebrity host for **Celebration III**. Laga'aia will welcome stars from the Star Wars cast and crew, as well as entertain audiences with his quick wit and maybe...you never know when the mood will strike him...his spectacular singing voice.

In addition to his roles in the *Star Wars* prequels, Laga'aia has been busy in numerous productions for both the stage and screen. Since 2003, he has performed the role of Mufasa in *The Lion King* in Sydney, Australia. Fans of *Jesse White's Princess* know him as the character Droid, who made regular and guest appearances on the television

show. In 2003, Laga'aia won Best Actor in a Television Series for his leading role as David Silesi in the Screenworks Ltd. production *Street Legal*, a part he performed since 1998.

Davis has been well known to film fans since his career-starting performance as Wicket the Ewok in *Return of the Jedi*. The young actor moved to a leading role soon after, portraying the title character in *Willow*. Davis will preside as Master of Ceremonies over the Saga Stage in Hall G and also spend time hosting in the

500 Ballroom. Always a favorite with audiences, Davis hosts shows that are both memorable and personal.

Fans of Davis have enjoyed watching him in numerous roles over the years. Notable recent performances include Professor Filibick in the *Harry Potter* films, Oberon in *Ray*, and several parts in *The Phantom Menace*. There's much more on the horizon with Davis appearing in *Harry Potter and the Goblet of Fire*, *The Hitchhiker's Guide to the Galaxy*, and *Agent One Half*, all of which are scheduled for release in 2005.



AUTOGRAPH GUESTS WHO SPAN THE SAGA



Ben Stevens and Philip Wise, partners in C2 Ventures (now Official PG), pose with Mark Hamill (center) at the Star Wars Pavilion at San Diego Comic-Con International, July 2004.

C2 VENTURES TO BRING STAR WARS CELEBRITIES TO CELEBRATION AUTOGRAPH HALL

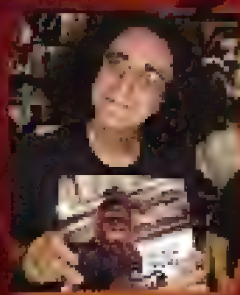
C2 Ventures, the company that brought 34 autograph guests to *Star Wars Celebration II* in 2002, will return for *Celebration III*. Ben Stevens and Philip Wise, partners in the company, hope to bring even more *Star Wars* personalities to the event, stars whose combined careers span all six films of the saga.

Autograph fans attending *Celebration III* have a lot to look forward to. Lucasfilm and Gen Con LLC have set aside an entire hall—Exhibit Hall A in the Convention Center—for autograph guests. An efficient line-management system is in the works as well. C2 Ventures was recently awarded the photograph and autograph license by Lucasfilm, and is the first U.S. company to present officially licensed autographs, photographs, and lithographs from the Lucasfilm photographic archives.

HERE'S JUST A SAMPLE: THESE GUESTS AND MANY MORE TO APPEAR AT CELEBRATION III

Fans at *Star Wars Celebration III* can look forward to seeing and hearing from guests from all six films in the saga. Many of these actors will also be appearing on stage during the show for interviews and question and answer sessions. Pictured are a few of the many who will appear.

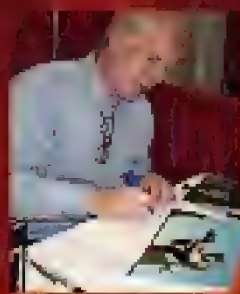
More autograph guests will be announced soon, and new guests will be added and announced as the show draws near. Look for updates and more details on the *Celebration III* Autograph Hall at the following web sites: starwars.com/c3, starwarscelebration.com, and officialpg.com.



Peter Mayhew
Chewbacca—*A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*, *Revenge of the Sith*



Ray Park
Darth Maul—*The Phantom Menace*



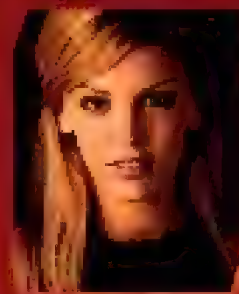
Jeremy Bulloch
Boba Fett—*The Empire Strikes Back*, *Return of the Jedi*, *Starship Pilot—Revenge of the Sith*



Daniel Logan
Young Boba Fett—*Attack of the Clones*



David Prowse
Darth Vader—*A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*



Amy Allen
Aayla Secura—*Attack of the Clones*, *Revenge of the Sith*



Kenny Baker
R2-D2—*A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*, *The Phantom Menace*, *Attack of the Clones*, *Revenge of the Sith*



Michonne Bourriague
Auro Sing—*The Phantom Menace*



Michael Kingma
The Wookiee Tarful—*Revenge of the Sith*



Jerome Blake
Mos Amedda, Om Free Taa, Rune Haaka—*The Phantom Menace*, *Attack of the Clones*, *Revenge of the Sith*

EXCLUSIVE ACTION FIGURE REVEALED: DARTH VADER—HIS VOICE!—AT CELEBRATION III

Attention *Star Wars* action-figure fans and fans of unique, limited edition collectibles: Darth Vader himself, or rather his voice, will be appearing at the Indiana Convention Center this April 21 through 24 when Hasbro and Lucasfilm unveil the new Darth Vader **Celebration III** action figure.

None other than James Earl Jones, the legendary voice of Darth Vader, recorded new phrases exclusively for this special figure, including, "The dark side of the Force is strong with you;" "Your journey to the dark side is now complete;" "Prepare to experience the *Revenge of the Sith*. It is your destiny;" and the soon-to-be-legendary "Welcome to *Star Wars Celebration III*. Never will you find a more wretched hive of scum and villainy." There is also a recording of the iconic Darth Vader breathing.

The figure is especially appropriate considering the May 19 premiere of *Episode III: Revenge of the Sith*, in which Anakin Skywalker makes his transformation into Darth Vader, the villain whose chilling presence helped make the first *Star Wars* trilogy so memorable.

Quantities of the figure will be divided among all four days of the show and sold each day while supplies last; price is \$15 including tax. Limits are set per person and badge type. Individuals with four-day badges may purchase a total of four action figures while supplies last. Those with one-day badges may purchase one action figure while supplies last. The store staff will punch badges.



Final product may vary.

DAYS OF EVENTS FOR STAR WARS COLLECTORS

Star Wars collectors of all kinds can enjoy three full days of events designed just for them at **Celebration III**. Noted *Star Wars* collectors will present panels on topics that run the breadth of interests. From worldwide *Star Wars* posters to prototypes to toys that probably never should have made it to the shelves, collectors and fans of *Star Wars* history will find topics of interest.

Celebration III collecting panels will run from Friday, April 22 through Sunday, April 24 in the White River Ballroom. Check starwars.com/c3 and starwarscelebration.com for a complete schedule.

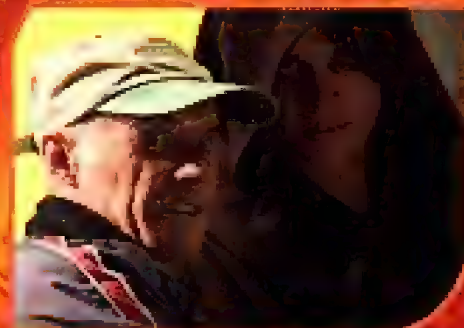


DAVE AND LOU ELSEY AT CELEBRATION III

Fans looking forward to seeing an entire herd of Wookiees in *Revenge of the Sith*—and who isn't?—and fans of creature effects in general have a real treat in store at *Star Wars Celebration III*. Dave Elsey, *Episode III* creature shop creative supervisor, and Lou Elsey, creature shop fabrication supervisor, plan to make the trip to Indianapolis all the way from Sydney, Australia. They'll share the magic of film creature creation and makeup arts at shows planned throughout the weekend.

THE MASTER BEHIND THE ACTION: NICK GILLARD AT CELEBRATION III

Nick Gillard, swordmaster and stunt coordinator for *Episodes I, II, and III*, is set to appear at *Star Wars Celebration III* this April. Gillard, who made several appearances at **Celebration II**, has been the master choreographer behind the most memorable action scenes of the trilogy. Fans of **Celebration III** should come prepared to hear Gillard's advice on how to be a Jedi, and to get answers to all of their questions.



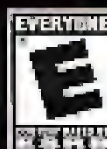
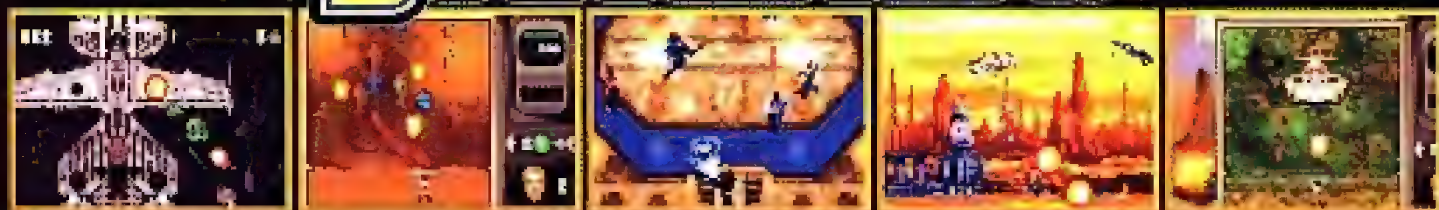
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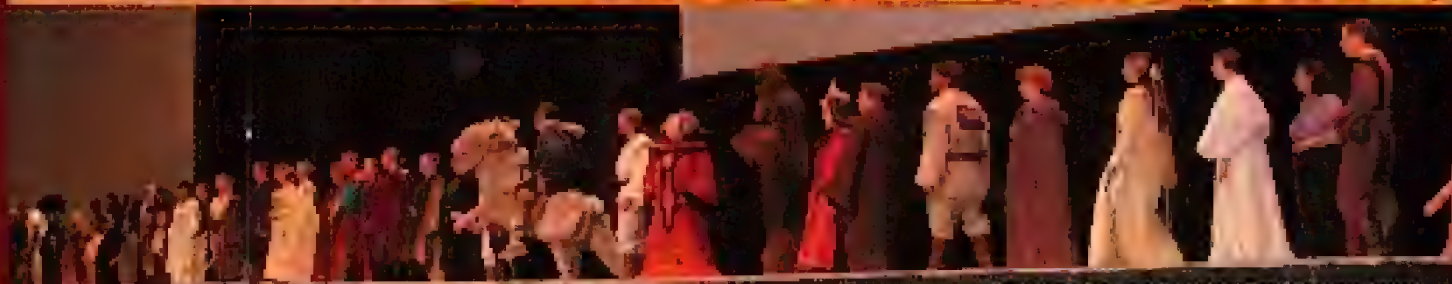
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STAR WARS COSTUMES: NOW TWO GREAT CONTESTS AT CELEBRATION III



Contestants line up at the **Celebration II** Costume Contest. Photo by Dennis McGate/ starwars.com

Fans who enjoy creating and wearing *Star Wars* costumes—and we know there are quite a few—have two opportunities to display their talent on stage at **Celebration III**. The tremendous response to the costume contest at **Celebration II** in 2002 proved that one show is not enough for all the *Star Wars* fans who make great costumes and want to show them off.

Costumers who want to be judged on craftsmanship alone can enter the *Star Wars* Costume Pageant, which will focus purely on construction and costuming excellence. The *Star Wars* Costume Cabaret will give fans who have great costumes the chance to show off their performing talent, too. Those who are selected to be in the contest will have three minutes to perform their best *Star Wars*-inspired act while wearing the appropriate costume.

Fans at **Celebration III** will not want to miss the costumes and talent on display at these two shows. Times and locations at the Indiana Convention Center will be announced on starwars.com/c3 and starwarscelebration.com.

THAT'S NO MOON... IT'S A DIORAMA!

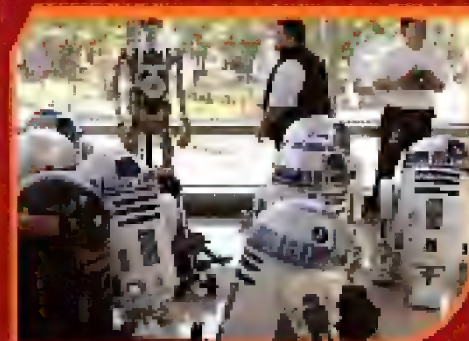


Scene from *Mos Eisley*, a diorama built by fans at *Star Wars Celebration II* in 2002. Photo by Dennis McGate/ starwars.com

One of the great locations at *Star Wars Celebration II* was the Diorama Builders' room, a place where fans of all ages could go to get their hands dirty building their very own section of *Mos Eisley* spaceport. Frank D'Iorio, who organized the effort, will be back for **Celebration III**, this time to help fans build something completely different—a diorama of the Empire's mighty Death Star. The Diorama Builders' area is planned for the Fan Fair Exhibit Hall. Fans can build their own section and add it to a large diorama of the Death Star that will be assembled throughout the weekend. Builders can take home their portion of the diorama—free of charge—after the show is over.

R2-D2 BUILDERS RETURN TO CELEBRATION III

COMPLETE WITH DROID ARMY AND RACE COURSE



Droids on parade. The R2-D2 Builders ready their droids for the big parade during *Star Wars Celebration II*.

The R2-D2 Builders, the droid craftsmen who put on an exceptional display at *Star Wars Celebration II*, are coming back to the Indiana Convention Center, and this time they plan to bring an entire droid army. Not an army of battle droids, necessarily, but of R2 units, "gork droids," protocol droids, mouse droids...and the list goes on. More than 60 builders are signed up to attend. In addition to their informative exhibit, the builders plan to run their droids through the "Gork yard 500," an obstacle course race set for the Fan Fair Exhibit Hall.

CLONES TO BE SEEN ON THE BIG SCREEN!

SPECIAL CLONE WARS ANIMATED SCREENINGS AT CELEBRATION III, INCLUDING "MEMBERS-ONLY" SHOWS

The entire new season of the Cartoon Network's Emmy award-winning *Star Wars: Clone Wars* animated series will be shown on a big screen with quality sound and projection at **Celebration III**. What's more, members of the Official *Star Wars* Fan Club can enjoy private screenings with the chance to win *Clone Wars* posters autographed by the creators. Fans can view all five 12-minute episodes of Volume 2 with stories that will take them right up to the events of the opening crawl in *Revenge of the Sith*.—Mary Franklin

Star Wars Celebration III

April 21-24, 2005
Indiana Convention Center
Indianapolis, Indiana

For news, schedules, event listings, guests, hours, and more, go to www.starwarscelebration.com

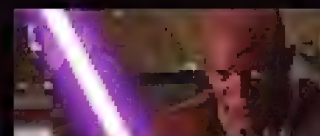
Goodies to go! See you there!



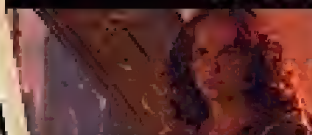
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Turning To The Dark Side

MATTHEW STOVER BRINGS HIS GRIT AND INTENSITY TO *REVENGE OF THE SITH*

Matthew Woodring Stover will be the first one to tell you he's not a gentle read. "Anyone who has read any of my other fiction—or, for that matter, my Star Wars fiction—knows my vision tends [to lean] a little more toward the darker side of reality," he says.

And how. Stover burst onto fans' tactical display with 2002's *Star Wars: The New Jedi Order: Traitor*, a taut psychological thriller exploring Jacen Solo's remaking as a Jedi by the enigmatic Vergere, then followed that with the Mace Windu meets *Heart of Darkness* thunder of 2003's *Shatterpoint*. Before that, he earned a loyal audience for works like *Heroes Die*, *Iron Dawn*, and *Jericho Moon*. Whether working in a galaxy far, far away or not, Stover writes gritty books that shy away from out-and-dried tales of good and evil to offer intense action and thought-provoking character studies.

Gritty? Intense? A dark side? Sounds like the perfect match for a little project called *Revenge of the Sith*.

With its release Stover joins ghostwriter Alan Dean Foster, Donald F. Glut, James Kahn, Terry Brooks, and R. A. Salvatore as authors to pen a *Star Wars* novelization. And though it was uncharted territory for Stover, he had no trouble founding his own path. "I think what I've done is a little bit different from the common run of movie novelizations," he says. "Rather than trying to re-create the film in book form, I was trying to write it as though it were a novel the movie was being made from."

As *Revenge of the Sith* hurtles toward its tragic end, Stover's novelization puts the reader inside different characters' heads—something literature can do but film, for all its visual power, cannot. The result, he hopes, is "a companion piece, rather than a retelling, so that people who see the film first will still find some surprises in the novel."

It wasn't easy, though: Stover had to capture a movie that kept changing as George Lucas tinkered in the editing room and shifted pieces of his story around. "Part of what I was doing was creating things surrounding events in the script," he says. But when pieces of *Revenge of the Sith*'s story were moved around, Stover's

carefully constructed framework would come crashing down—something he admits was "exceptionally painful and very, very difficult."

As an example, he cites the death of a familiar Jedi under strange circumstances—a plot point that originally came during *Revenge of the Sith*'s opening battle but was then moved to later in the movie—after Stover had spent a month crafting the sequence that would lead up to the character's death as originally conceived.

So what happened? "I changed it," he says, matter-of-factly, adding that "frankly, it's a good thing [Lucas] made the change. Both the film and the book could have worked if he'd left it the way it was originally, but it's better the way it is now."

It wasn't all heartache, of course: After all, Stover did get a chance to discuss the characters and story with Lucas himself. "It was not at all what I thought it would be—in many ways he is so much like almost any other Star Wars fan," Stover says. Quizzed about everything from the Force and the Jedi to Padmé, Anakin, and Anakin's relationship with Obi-Wan, Stover says Lucas was "excited talking about this stuff to the point where it was almost impossible to move on to the next question. He has so much of [the content] in his head, it's like everything he said would remind him of something else on the same subject. It was really cool."

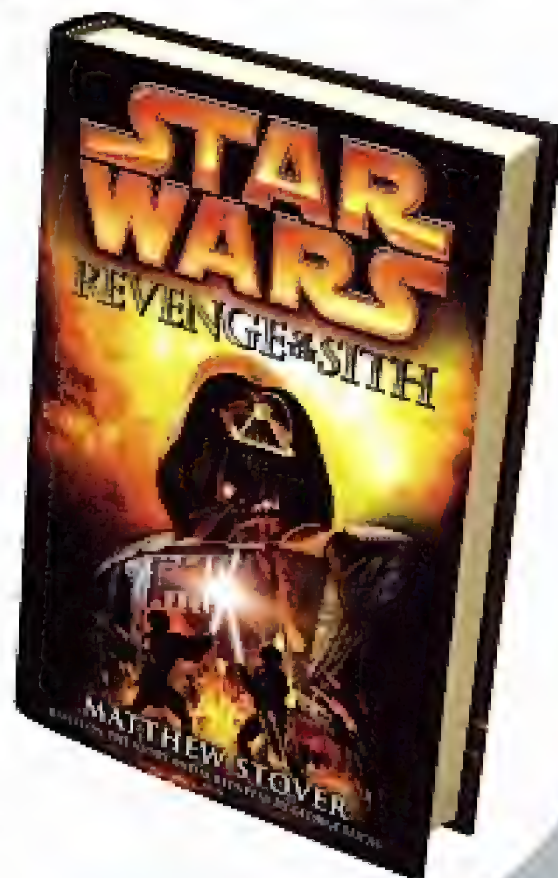
So who was Stover's favorite character to show readers from the inside out? Those who loved *Traitor* will guess Anakin Skywalker—and they'd be wrong.

"Obi-Wan's my favorite character, always has been," he says. "I really like the way he has developed in the prequels as well as in the *Clone Wars* novels and comics. I really, really like what Mr. Lucas has done with him in the film, and I'm looking forward to hearing what people think of what I've done with him in the novel. Of all the different things that I got to do in the book—and there are a lot of epochal moments that I got to at least peripherally participate in

by writing them in this novel—writing about Obi-Wan was certainly the most fun."

Stover says it's unlikely he'll ever write another novelization: "Basically, the reasons I agreed to write this are: one it's *Star Wars* and two it's *Revenge of the Sith*." Asked about penning another *Star Wars* tale, he answers, "It's hard to say—what do I do to top this?" But pressed, he acknowledges that there are two tales he'd love to tell. One would be the final adventure of Luke Skywalker, Han Solo, and Leia Organa. The other would be "if there's some way to help" with Episodes VII through IX, should Lucas ever change his mind about more movies.

Because that wish will probably never materialize, Stover also stated that he remains intrigued by Nick Rostu, whom he introduced in *Shatterpoint*. "Put a few more years on him, and he's basically Han Solo who can use the Force," he says. "What's not to like?" —Jason Fry



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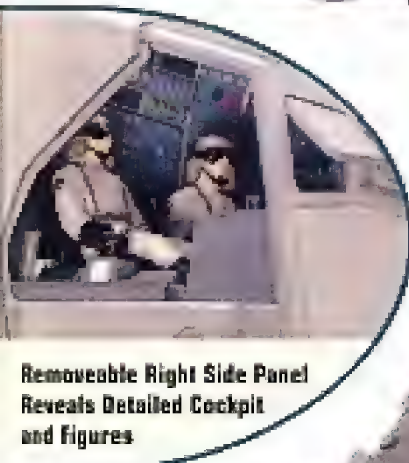
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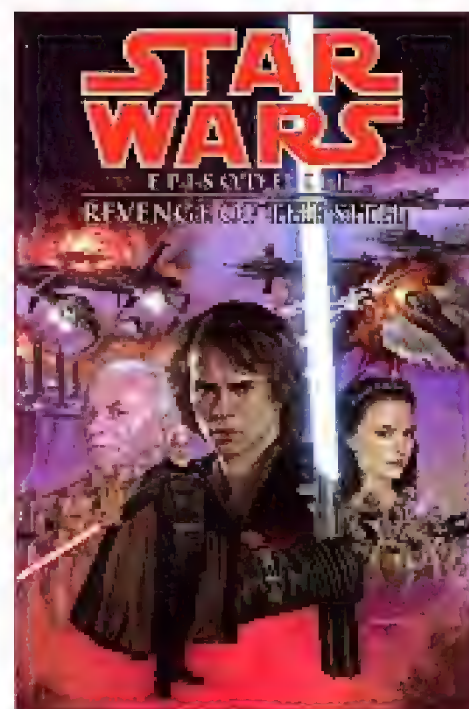
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At Last We Will Have Revenge:

THE EPISODE III COMIC BOOK ADAPTATION



At the risk of exhausting our stock of *Star Wars* clichés, can we say, “The circle is now complete”? The comics adaptation of *Star Wars* Episode III: *Revenge of the Sith* finishes a 28-year cycle of translating the movie saga into four-color panel art (see sidebar), a task that seems particularly apt in light of the comic-bookish environments of the films themselves.

For the final chapter in the saga, scripter Miles Lane and artist Doug Wheatley were excited to build on the work of their predecessors. “It’s daunting and humbling at the same time,” admits Lane. “In my wildest dreams, I never would have imagined adapting a *Star Wars* film for the comics, so for me this is not only professionally satisfying, it’s a personal dream fulfilled as well.” Wheatley, veteran of past *Star Wars* gigs (*Empire*), still hopes that his work on this series will hold up to the previous movie adaptations. “It’s enough to be intimidated by Episode III,” he jokes. “I don’t even want to begin thinking about Al Williamson!”

Neither creator needs to worry. The two are wholly suited to the task, both professionally and

through *Star Wars*’ unique brand of “cultural inheritance.” Says Wheatley, “I saw *A New Hope* when I was eight, and I dressed in black almost exclusively until I reached the age of 20. Johnny Cash? Nope—Darth Vader. I was obsessed with him as a child.” By contrast, Lane finds a touchstone in the character of Obi-Wan Kenobi. “I’m a huge Obi-Wan fan, so for me the biggest thrill will be seeing his emotional journey completed. He has a lot to deal with—a decaying Republic, the demise of the Jedi, his massive falling-out with Anakin, his quarantining himself on Tatooine. He’s the prequel character I find I connect with most.”

Until now, Lane’s comic book experience has mostly taken place behind the scenes. “I co-edited several licensed titles and wrote a story for *Star Wars Tales* under a pseudonym,” he says. When it came time to determine a story-telling angle for the *Revenge of the Sith* comics, he decided to focus on emotion. “The adaptation is more about capturing the emotional currents, whether it’s Obi-Wan’s hurt, Padmé’s disappointment, or Anakin’s anger,” he explains. “It’s a sad, melancholy story with a bittersweet ending, and if I’ve done my job correctly, the same can be said of the adaptation.”

You can look for another story by Lane (an Obi-Wan/Anakin Episode III prequel) in June as part of 2005’s Free Comic Book Day. Later, Lane and Wheatley will team up again on a four-issue Han and Leia story for *Empire*. “It will be a classic *Star Wars* yarn,” says Lane. “The best kind, right?”

For now, both creators are eager to see the results of their efforts and take in the silver-screen spectacle once it hits the megaplex. “The fact that it’s the last act in *Star Wars* film history makes [the experience] even more unbelievable,” says Lane. “I don’t think it will really hit me until the final product is in my hands.” Adds Wheatley, “I feel *Star Wars* is the Olympics when compared to other books I’ve done. It is much more than a dream job. It is rooted in my nervous system!”

—Daniel Wallace

VINTAGE COMIC ADAPTATIONS



Star Wars: A New Hope (originally published as *Star Wars* #1-6 by Marvel Comics, 1977; reprinted as *Classic Star Wars: A New Hope* #1-6 by Dark Horse Comics, 1994)

Howard Chaykin’s 1979 series *Star Wars* is noted as much by its fidelity to the original as by its comic-book quality. What it lacks in polish makes up for in boldness and emotion. The war that pits good against evil was the classic “good versus evil” and emotional under the hood (and at the time was a widely-fanned idea). These *Star Wars* comics and *Star Wars: A New Hope* (originally an alternate adaptation in 1977 with a script by Stuart Jordan, artwork by Eduardo Barreto, and inking assistance by Al Williamson and Carlos Gazon, veterans of the *Empire* and *ATC* adventures).



The Empire Strikes Back (originally published as *Star Wars* #7-12 by Marvel Comics, 1978; reprinted as *Classic Star Wars: The Empire Strikes Back* #1-6 by Dark Horse Comics, 1994). *The Empire Strikes Back* is one admired by many fans to be the best of the saga, and industry legend Arthur Goodson and Al Williamson agreed to do a high-quality comic for a possible adaptation. Williamson’s clean pencils were perfect for creating the stark whiteness of Hoth.



The Jedi (originally published as *Star Wars* #13-14 by Marvel Comics, 1978; reprinted as *Classic Star Wars: The Jedi* #1-2 by Dark Horse Comics, 1994). Arthur Goodson and Al Williamson required for this adaptation, which produced the classic comic thing.



Star Wars Episode I: The Phantom Menace (Dark Horse Comics, 1999). Henry Gilio painted the epic and Republic’s *Qui-Gon Jinn* and *Anakin Skywalker* for the series, with Al Williamson’s pencils in the background. It’s the perfect bridge between the two eras.



Star Wars Episode II: Attack of the Clones (Dark Horse Comics, 2002). Henry Gilio again painted the prequel story, with a strong link to John Williams.



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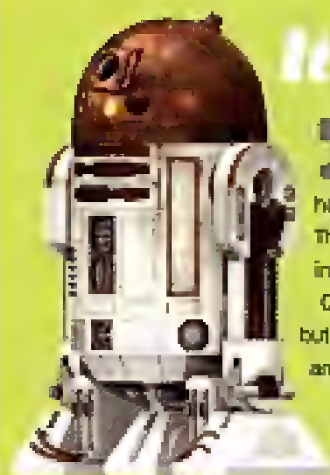


It's a Junkyard Smackdown!

In a battle that exists only in our imaginations, the droid stars of *Revenge of the Sith* square off on the dusty floor of a fight arena. Within a minute, the Corporate Alliance tank droids are blasting away at the surgical models that flee in helpless circles; meanwhile, stomping cargo loaders clumsily try to swat the nimble Prowlers that float just out of reach. This hypothetical *Robot Wars* may be a lopsided spectacle of mechanical carnage, but it's also proof positive of a guiding principle of the *Star Wars* galaxy—when people have a problem, they build a droid.

Check a source like *The Essential Guide to Droids*, and you'll find everything from robo-street sweepers to electronic butlers. Episode III adds several new models to the mix. Some are old (FX-7's big brother!), some are new, and some are downright creepy.

So, robot combatants—back to your corners! Keep those photoreceptors front and center as we review the droids of Episode III!





SURPRISE INSIDE

Ever found a worm in your apple? That unpleasant shock is nothing next to Episode III's buzz droid, a metallic melon that splits open to reveal a scuttling, bug-bodied robot hidden within.

Buzz droids are used for starfighter combat, where they are loaded into discord missiles and fired by Separatist tri-droid fighters against enemy targets. Using their nimble maneuvering thrusters to zip in close, the buzz droids then reach the hull of their opponent's starfighter, unfold their tools of vandalism, and begin dismantling the craft. The complexity of the buzz droids' mission (after all, if they carried thermal detonators they could vaporize their targets entirely) indicates that they are used only to disable. Key components can be removed piece by piece by buzz droids, including hyperdrives and weapons systems.

During the Battle of Coruscant in Episode III, General Grievous' Separatist navy launches buzz droids against two of the Republic's top aces—Obi-Wan Kenobi and Anakin Skywalker—hoping to leave their Jedi interceptors dead in space. Do these "melon droids" stand a chance against the greatest Jedi the galaxy has ever seen and a famous blue-and-white astromech? The word from our Toydarian bookies: Don't bet on the underdogs.

PROWLER
EYES

EYE SPY

It may not look like much right now, but just wait a couple decades. The Arakyd Prowler 1000 is really "Probot 1.0." After 22 years of improvements and refinements, the droid will re-emerge as the crab-legged, spider-eyed probe droid that menaced Echo Base in *The Empire Strikes Back*.

The Prowler is a simple construct, consisting of a big fish-eye camera photoreceptor flanked by several smaller optical sensors, all packed into a compact chassis the size and shape of a turtle shell. Two thin manipulators dangle from the ventral surface like the legs of a prawn, while a slender antenna caps the whole assembly. The Arakyd Prowler excels at surveillance and reconnaissance as its small size and anti-gravity repulsorlift engine allow it to go almost anywhere.

Several variations on the basic design have already appeared in the *Star Wars* movies. The Special Edition of *A New Hope* features hovering patrol droids in the Mos Eisley stormtrooper checkpoint, while the Senate rotunda in *The Phantom Menace* abounds with mobile camera droids.

In Episode III, a pair of Prowlers are dispatched in pursuit of a fugitive Jedi. They would have been wise, however, to heed the warnings of Qui-Gon Jinn. In *Star Wars*, be it space slug or nos monster, there's always a bigger fish.



BLUE-COLLAR BRAWN

The lowly cargo lifters that haunt the Republic military's embarkation areas are the closest kin to robots in use here on Earth. An industrial paint sprayer on a Detroit assembly line might sympathize (if it had a brain) with the hard life of a Republic ordnance lifter. Both are built for repetitive yet precise work, often blending into the background of humming work sites. No pay and little recognition is the life of the industrial droid.

The ordnance lifter is one of these unsung laborers. An intimidating three meters (10 feet) tall, the lifter boasts a Cyclops eye and squared-off shoulders emblazoned with bright yellow warning stripes. Its footpads look like those of the AT-AT walker, which might be a matter of form following function—like an elephant, the ordnance lifter needs to disperse its weight and the weight of its load over a broad surface area.

As its name implies, the ordnance lifter is intended for hefting explosive military armaments. The droid's manufacturer, Cybot Galactica, also sells a civilian version of the same product, which goes by the name binary load lifter (both the load lifter and the ordnance lifter communicate in the computer language of binary). We've never seen that model on the movie screen, but remember that See-Threepio claimed, during *A New Hope's* droid auction, that his "first job was programming binary load lifters." Considering that Threepio's real first job was helping Shmi Skywalker take care of her Tatooine slave hovel, one wonders if Threepio wasn't engaging in a bit of creative salesmanship.



The IW-37 pincer loader (also known as the Salvager) is a close cousin to the ordnance lifter with the advantage of more dexterous manipulators for inserting payloads into the holds of Jedi interceptors. The hover loader, by contrast, does away with the clomp-clomping of its comrades' heavy feet by incorporating a repulsorlift engine. Although hover loaders can't carry heavy loads, they do double-duty as traffic controllers and refuelers at hyper-space ring stations in the vacuum of space.



MILITARY METAL

In *Attack of the Clones*, the Separatists unleashed a host of droids on the red plains of Geonosis, but apparently they didn't shoot the works on that one spectacular scene. *Revenge of the Sith* presents two war machines making their debuts, rounding out the Separatist arsenal with new robot walkers and tanks.

With one large tread that loops around its body, the Corporate Alliance tank droid is somewhat reminiscent of a snail. The primary tread can grip uneven terrain and zip the droid forward at untanklike speeds. Perhaps surprisingly, the tank droid is amphibious and can skim across the surfaces of shallow lakes. Battle droids can hang onto its sides by using the platforms above its auxiliary treads as running boards.

The tank droid might seem curiously familiar to Star Wars fans. Developed years ago for inclusion in Episode II, the treaded war machine was cut from the final version of the film. But eager licensees included it in a variety of movie tie-ins anyway, including several guidebooks and the LucasArts computer game *Star Wars Galactic Battlegrounds: Clone Campaigns* (where it packed the punch of an AF-AT). The tank droid finally gets its chance to shine in Episode III.

The Separatist crab droid is also nicknamed the Mudcracker due to its propensity to see use on marshy battlefields across the galaxy. It comes in a variety of sizes from tiny to gargantuan, and its front pincers can suck up liquefied mud in its path and spray it back out. The droid is clearly a member of the same spider droid family seen on Geonosis, but its low-slung stance and beely armored appendages make it look an awful lot like an Iron scorpion. These droids are dispatched by General Grievous to ravage the isolated planet of Utapau in one of the final conflicts of the Clone Wars.



SILICON SURGEONS

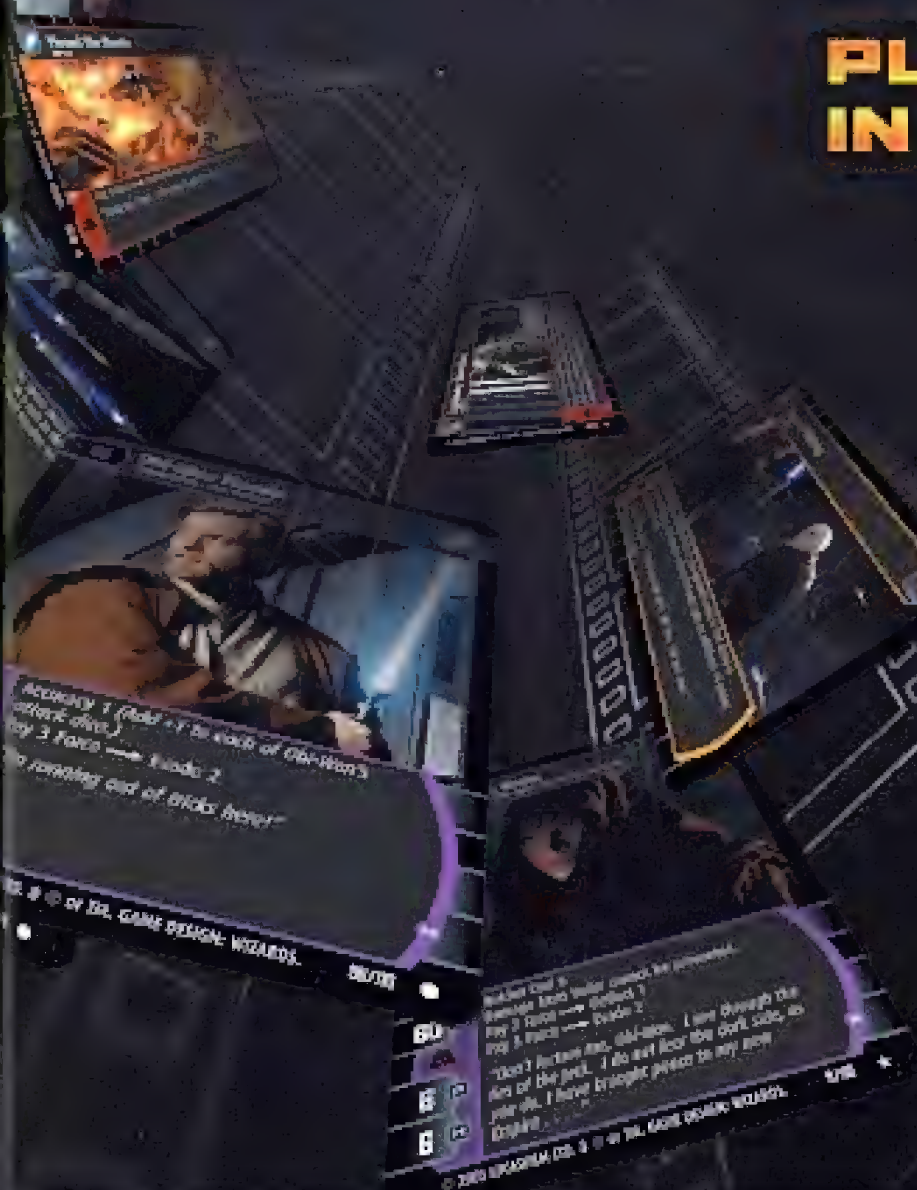
"He's more machine now than man," said Obi-Wan Kenobi in *Return of the Jedi*, reflecting on the tragic fate of his former friend. It seems fitting, then, that machines should be the ones responsible for turning Anakin Skywalker, the Jedi, into Darth Vader, the cyborg.

Chief among these constructions is the Galactic Chopper, more formally known as the Ubrikkian DD-13. In our own universe of medical professionals, it's rare to find a general practitioner, and the Galactic Chopper mirrors this trend toward job compartmentalization. Like most doctors, the Chopper is a specialist, and its area of expertise is the installation of cybernetic implants. This field covers everything from Luke's artificial hand in *The Empire Strikes Back* (which was actually installed by a 2-1B unit) to the full-scale hardware transformations of Grievous and Vader. The Galactic Chopper has three legs for stability and is stuck with an impersonal, turret-like face—not the best asset for a warm bedside manner but hardly a liability when your patients are always under anesthetic.



The Medtech FX-6 Surgical Assistant is essentially a nurse droid, constantly lending one of its many hands to aid the Galactic Chopper in its operations. For fans, the FX-6 comes with a hefty amount of nostalgia attached, being a clear conceptual link to the FX-7 droid that helped Luke recover from the wampa attack in *Empire*. Thank Kenner Toys for that nostalgia boost as *Empire*'s FX-7 would have languished as the most peripheral of background characters had its likeness not been immortalized as an action figure (complete with flip-up plastic arms). Episode III's FX-6 incorporates many of the same features of its original trilogy namesake, possessing a head that can seemingly look in all directions at once and arms that extend from its cylindrical torso like the blades of a Swiss Army knife.

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IG-100
MAGNA
GUARD



NONE SHALL PASS

Let's face it—battle droids are wimps. For sheer mechanical menace, look no further than the IG-100 MagnaGuard, the only droid tough enough to ensure the safety of General Grievous.

Grievous wasn't always a cyborg. Prior to a near-fatal shuttle crash, the Kaleesh warlord conquered whole worlds belonging to his people's traditional enemies, the Huk. The bodyguards who accompanied Grievous as he oversaw these battles became such an integral part of his staff that he insisted on replacements once he became the hybridized commander of the Separatist army. When battle droids proved unfit for the task, Count Dooku had the MagnaGuard series built from scratch.

MagnaGuards come in different colors—black, alabaster, blue, and gray—and contain redundant systems that allow them to keep fighting after beheadings like zombies in a horror flick. They prefer to outflank their opponents by ganging up on a single enemy, two-on-one.

Although they can wield any weapon, MagnaGuards that go up against Jedi carry long-handled electrostaves that deliver lethal jolts. (The Gungan guards in *The Phantom Menace* also carried electrostaves, albeit of a low-powered variety.) The body of each electrostaff is composed of rare Phrik metal, one of the few substances (Mandalorian iron is another) introduced in the Expanded Universe to stand up to the effect of a lightsaber strike. Phrik made its debut in the 1995 LucasArts game *Star Wars: Dark Forces*, where it was used to armor the Empire's unstoppable Dark Troopers.

The most unsettling thing about MagnaGuards might be the head cloths that drape over their skeletal torsos. Something as familiar as clothing seems incongruously alien when worn by a being with no use for it, giving the MagnaGuards the nightmare vibe of killer scarecrows. So what's the in-universe explanation of the head cloths? Apparently they harken back to those worn by Grievous' original Kaleesh bodyguards. Never let it be said that General Grievous isn't sentimental.

The only droid in the *Star Wars* movies that can match the MagnaGuard for pure threat value is Empire's mute bounty hunter IG-88. That fact wasn't lost on the creators of the MagnaGuards' backstory, who gave the robots the "IG-100" designation and positioned them as the production cousins of the familiar IG-88. For completists, there's even an earlier IG model—the IG lancer

droid—that appeared in the *Clone Wars* animated micro-series in a high-tech joust against Obi-Wan Kenobi. In the cartoon, the lancer droids worked as defenders for the InterGalactic Banking Clan, at last explaining what the IG stands for. ☐

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STAR WARS
MINIATURES
REVENGE OF THE SITH

A True Jedi Makes A Noble Sacrifice

OBI-WAN KENOBI CONFRONTS HIS DARK APPRENTICE

The time had finally come for Obi-Wan Kenobi to guide the new hope of the Jedi, Luke Skywalker, out into the universe. They fled Tatooine in a hired starship only to encounter the Empire's newest symbol of galactic oppression, the Death Star. In the reality of film production, however, the Millennium Falcon never left the ground—instead, it was the environment that changed all around it on Stage H at Shepperton Studios. The Star Wars production team utilized this stage, one of the largest in England, for the sets that wouldn't fit in their other eight stages at Elstree Studios. The sand was swept away, and the warm tones of Mos Eisley gave way to cold, grey Imperial walls. Where the Empire's sandtroopers once shot at the escaping Falcon an alcove of the Death Star hangar bay now stood, it was here that Obi-Wan Kenobi would face his former student turned Sith Lord for the last time.

When Sir Alec Guinness first enters the scene, he has a bladeless lightsaber prop in hand. He

takes a few steps and pauses with the lightsaber pointed at the camera. As he stands perfectly still, a stagehand swaps the hit for a stunt prop

with a blade. When the stagehand is safely out of camera view, Guinness resumes his movement toward his opponent, slowly angling the lightsaber to the side. This slight of hand makes the lightsaber blade appear to magically extend from the handle. On set, a modest four-sided wooden rod represented the glowing blade of energy. Two sides were covered in highly reflective material, and a motor in the handle would spin the rod. It would flicker slightly and appear bright white under the studio lights.

In preparation for the scene, the actors had practiced the duel for three weeks under the guidance of stunt coordinator and fight choreographer Peter Diamond. With his years of experience in theatre, Alec Guinness was familiar with fencing, while Dave Prowse, who played Darth Vader, was a professional body builder. One of Diamond's greatest challenges in the duel was to teach them to stop their swings before the blades hit each other because the wooden rods proved somewhat fragile. "We broke so many blades—they just kept snapping," said Diamond.

The epic duel between Master and apprentice ended with Obi-Wan's final sacrifice, an illusion first attempted on set with practical effects. A figure-shaped empty cloak stood in for Guinness, and when Darth Vader's lightsaber hit it, an electronically detonated charge would cut the cloak in two. The bottom half of the cloak was to fall a split second before the top half, which was supported from above by wires. Unfortunately, the top half lingered for too long and the charge left a visible flame. The final solution was to collapse the entire empty cloak at once and have Vader's lightsaber pass through it, which was accomplished using an optical effect created in postproduction. —Chris Trevas

It may not be lightning, but his finger inflicts a mighty scolding.

The chrome flash handle from an antique camera made in England was the basis for Darth Vader's lightsaber. After removing the large reflector from the top, the prop department added black grips and a D-ring for it to hang from his belt.



Peter Diamond described the two-handed lightsaber duelling style as "a broadsword type of fight with a bit of Japanese influence behind it."



Power was supplied to the motorized lightsaber props by a white cord running from each actor's sleeve.

The Darth Vader helmet was padded heavily with foam rubber inside so that it would follow Dave Prowse's head movements. This also made it extremely hot inside the helmet during the duel, so they had to break frequently so he could cool off.

Only half of the full-size Millennium Falcon was built on set. For wide shots, the hangar and ship were extended with a combination of matte paintings and model photography.

Light-saber-clashing sounds were formed from the sound of metal on dry ice and the ignition of carbon arc lamps used in old movie projectors.

Being a body builder, Dave Prowse had great strength. He once sent Alec Guinness flying with an accidental blow.

The handle of Kenobi's stunt light-saber was a hollowed metal casting made from a wooden re-creation of the more complex hero prop.

Obl-Wan's lightsaber was assembled from a variety of items, including a World War I-era British rifle grenade, the mounting clamp from a Graflex camera flash unit, and a faucet handle.





By Pablo Hidalgo

None for You, Two for Me!

PLUS, A JEDI'S MOOD RING AND WHAT'S MY NAME?

In *A New Hope*, shortly after C-3PO and R2-D2 land on Tatooine in the escape pod, C-3PO says, "I have to rest before I fall apart. My joints are almost frozen." Frozen? In Tatooine, the two-sun desert? Could C-3PO have mixed up some of his over 6 million forms of communication? Grammarians, wordsmiths, and protocol droids with complex language databases will be quick to tell you that "frozen" has more than one definition. In this case, meanings like "to become fixed or stuck" and "to stop functioning properly" apply. It had nothing to do with the air temperature on Tatooine as Threepio's next line identifies that he has "such a bad case of dust contamination," that he can barely move.

Though, as an aside, Anthony Daniels noted that the weather was very un-Tatooine on that day of filming.

"I was so cold," said Daniels to an audience of fans at Dragon*Con a few years back. "If you look at any shots of the crew that day, they're wearing parkas and goggles. I am in a tin can and a pair of knickers. The curious thing is that in the script it was written, 'My joints are almost frozen.' My joints were almost frozen! George had obviously planned this thing way ahead of time."

In *Return of the Jedi*, when Luke Skywalker is hiding from his father, refusing to fight him, it looks like Darth Vader is carrying two lightsabers. What is going on there?

You're witnessing the remains of a cut sequence from that very tense exchange. "You cannot hide forever, Luke," goads Vader in the film. In the shooting script, however, there's more:

Luke: You will have to come in and get me.

Vader: I will not give you the advantage that easily.

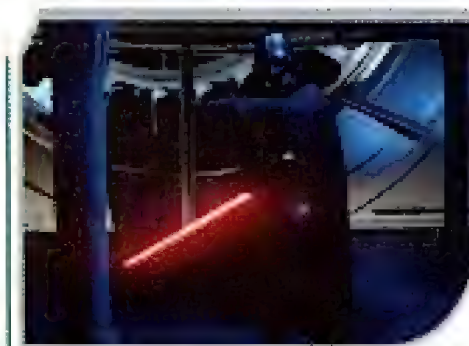


Illustration: Gregory Manch

Luke: I wish no advantage, father...I will not fight you. Take my weapon.

Luke's laser handle rolls into Vader's P.O.V. Vader collects it and places it on his belt.

Vader: Give yourself to the dark side, Luke. It is the only way you can save your friends.... Yes, your thoughts betray you, son. Your feelings for them are strong—especially for...

Vader moves forward, looking for Luke.

Luke: No.

Vader: ...sister...your feelings have now betrayed her too...twins...Obi-Wan was wise to hide her...



Protocol droid: There's more than one way to frost his circuits.

but now his failure is complete. If you will not turn to the dark side, then perhaps she will.

As Vader looks under the lower deck, Luke appears. He zaps his laser sword from Vader's belt and attacks.

In the lined version of the shooting script—the version marked up by the script supervisor—all references to Vader placing the lightsaber on his belt are crossed out. Handwritten are such notes as, "Luke's laser sword is snatched from Vader's hand."

I was watching Episode I and started to wonder why the Trade Federation was blockading Naboo. There's two questions hidden in this one: "Why a blockade?" and "Why Naboo?"

The blockade was a surprisingly volatile reaction from the normally skittish Trade Federation. It was a calculated protest against increased taxation of outlying trade routes, a move by the Republic that cut into Trade Federation profits. The Neimoidian officials, who had a stranglehold on major shipping throughout the galaxy, wanted to flex their muscle in front of the Republic and did so by targeting an out-of-the-way world dependent on the trade they facilitated. They could have targeted larger worlds, but that would have garnered bigger risks of backfire and Republic retaliation.

So, why Naboo? It was small yet known in the public eye yet a fair distance away. Its representative in the Senate, Palpatine, had a hand in the taxation measure, so the message of retribution couldn't be missed. And, conveniently enough, their secret benefactor Darth Sidious provided the Trade Federation schemers with all the intelligence data they needed to make for a very easy and very profitable endeavor.

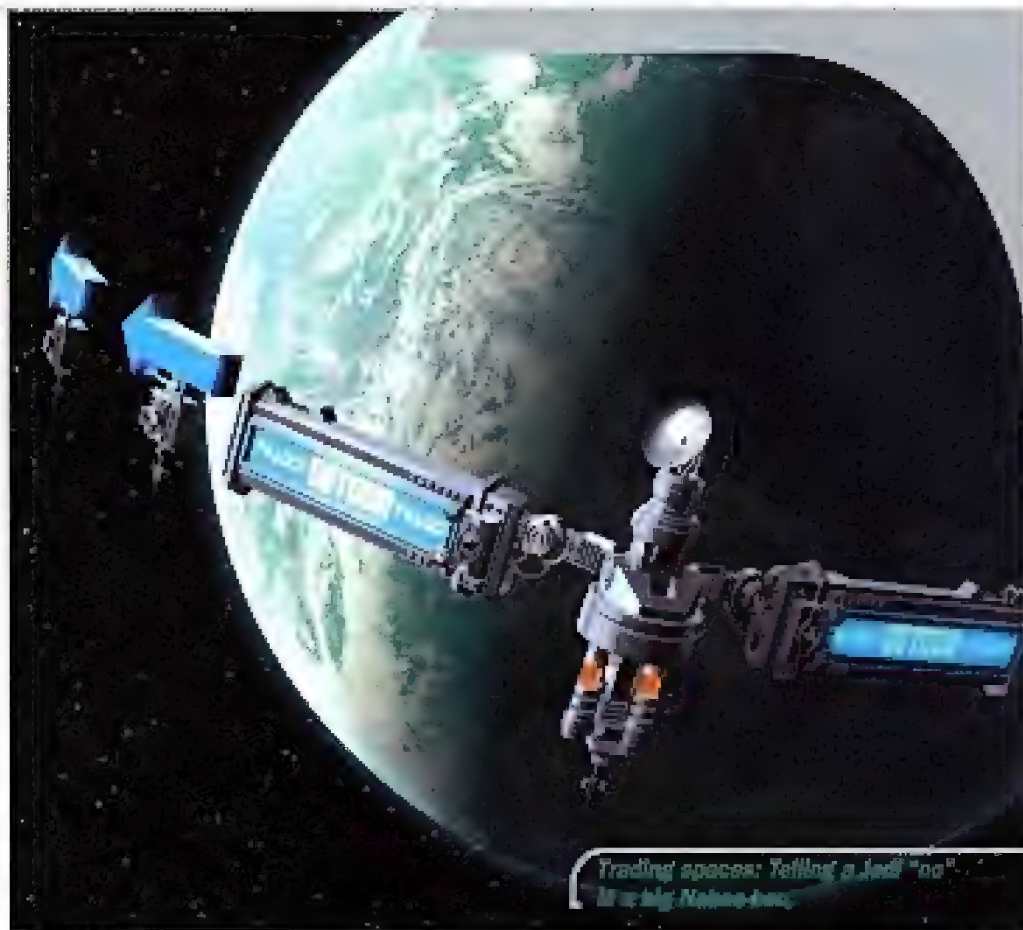
Or at least that was the plan. Anakin and Amla managed to derail this scheme.



In Attack of the Clones, when Obi-Wan prepares to transmit information regarding Jango Fett and the clone army to Mace Windu and Yoda, he tells R4 to "scramble code five to Coruscant, care of the old folks' home." What is the old folks' home?

The Jedi use code words to thwart automated listening devices that scour the subspace bands for key words. Certain code words are retired frequently to throw off any eavesdroppers. In this case, "old folks' home" is code for the Jedi Temple, specifically the Jedi Council. The scramble code indicates the importance of the message.

Other comlink codes that have been used in the past are "Shooting Star," Adi Gallia's call sign and "Guiding Light," Obi-Wan's call sign.



In A New Hope, Princess Leia says, "General Kenobi, years ago you served my father in the Clone Wars...." Now, noting the "s" in wars... does this indicate that there is more than one Clone War? It contradicts the end of Attack of the Clones, where Yoda states, "Begin the Clone War has." What's the deal?

The day Archduke Ferdinand was assassinated, no one dreamed of calling the conflict World War I. It wasn't until time passed that the true scale of the conflict could be measured and a term could be coined that would accurately encompass the war. In this terrestrial example, what was once a strictly European war blossomed into the Great War, and when international turmoil delivered a sequel, it became World War II.

Likewise, the Clone Wars had different labels in the early days of the conflict. The Great Clone War didn't stand the test of time as far as naming went. It was the plural Clone Wars—suggesting the breadth of galactic conflict and scattered fighting on multiple fronts—that won out.



I distinctly recall seeing The Empire Strikes Back at the theater, and I can remember watching the cave sequence at the beginning of the movie. I also remember watching with wide eyes as Luke finds it too difficult to extend his arm to the weapon. Just as he was about to give up, I remember the voice of Obi-Wan saying something to the effect of "Think the saber into your hand." Was this actually in the film back then and has since been removed, or did my young, creative mind fabricate the whole thing? It isn't a complete fabrication. Though no film version of Empire contained that particular dialogue, it was written like that in the shooting script. Scene 22E has a voice-over from Ben saying, "Luke, think the saber in your hand."

In the edit of Episode V, it was decided to save Ben's first appearance to be a vision of Luke's during the blizzard. As such, the spectral voice was cut from the cave sequence, though it did make it into a number of published sources. In Donald F. Glut's novelization, the dialogue was a bit more formalized as: "Luke, Think of the lightsaber in your hand."

This is how it read in *The Empire Strikes Back Storybook* by Shep Steneman: "Luke, concentrate. Think the saber into your hand."

Though I'm guessing here, I think what you're recalling comes from the Marvel Comics adaptation as its visuals may have melded into the movie experience in your distant memories. You specifically mention that Luke was about to give up, and the comics play that up with some

internal dialogue from Luke: "Can't...! Only about a meter...but might as well be a light year!"

Obi-Wan's ghostly words of encouragement: "Luke, you must relax.... Think the saber into your hand. Let the Force flow...."

I have a question about A New Hope. In the credits after the movie, it lists the name "General Motti," but the action figure states that he is Admiral Motti. What is he, a general or an admiral? Thank you for the great magazine!
Thanks for your question! Unfortunately, credits aren't perfect, and the ones for *A New Hope* in particular have several errors. For instance, Denis Lawson's name is misspelled "Dennis," Drew Henley's name is misspelled "Drew Hemley," and General Tagge is referred to as "General Taggi." The "General Motti" is another such error. Though the script calls him only "Motti," he should be referred to as an admiral.

What is that strange box with the colored buttons in the middle of Darth Vader's chest? What about the things that look like garage door openers that are attached to his belt?

The chest plate is Vader's life systems computer. The silver bands that bracket both sides of the box are life functions sensor arrays that constantly monitor Vader's health. The "coin slots" lining the left-hand side use color-coded lights to display the status of pulmonary systems, respiratory systems, and neural systems. The colored squares to the right of the slots are the command override switch, the auto/manual switch, and the system reset switch. Underneath these is a row of four programming touchplates.

For those wondering why Vader would have such vulnerable controls displayed on his chest, take note that most buttons won't work with a simple touch. The control activator is housed on one of those "garage door openers"—only when this button is touched will the chest plate controls work.

Also on those belt boxes are a temperature regulation system and a respiratory sensor matrix. The electromagnetic belt buckle itself contains an audio enhancement unit.

Vader's chest plate buttons revealed: There's nothing like a Sith Lord Smoothie.

In The Empire Strikes Back, when Darth Vader is informed that the Rebels are on Hoth, he says, "and I'm sure Skywalker is with them." How did he know Luke's name?

Vader had some opportunity to do some fact checking in the three years between *A New Hope* and *The Empire Strikes Back*. According to the Marvel Comics series, he found out Skywalker's identity from a captive Rebel pilot undergoing interrogation. This scene is also retold in the Vader's Quest comics' series from Dark Horse.

What Vader didn't know...or perhaps feigned ignorance about before his dark Master...was the connection between Luke Skywalker and Anakin Skywalker.

There were two YT-1300 Millennium Falcon freighters in Attack of the Clones. Which models were used for those shots, Millennium Falcon studio models from the OT or MPC/AMT model kits?



The two YT-1300s that were parked at the Theed spaceport are digital models adapted from the CG Millennium Falcon constructed by ILM for the *Star Wars* Special Edition Trilogy. This model will be repainted and appear docked at the Senate starport in Episode III.

I've heard that General Grievous will be unmasked in Episode III and that his true identity will be revealed. Is this rumor or fact?

More rumor than fact. General Grievous' identity is no secret—he's General Grievous. A Kaleesh military mastermind who proved himself in the bloody campaigns of the Huk War, Grievous suffered injuries in an apparent accident that required him to become a cyborg to live. (Sound familiar?) Grievous was rebuilt by the technical masterminds behind the Separatists as a deadly Jedi-killing machine.

As far as being unmasked, we won't see that in the movie. We'll get behind the armor a bit and see some of Grievous' natural form, but don't expect a dramatic unmasking. Though for those really curious about what lies beneath the armor, word has it that DK Publishing may have something special planned in its forthcoming *Visual Dictionary* dedicated to Episode III.

I was wondering if any of the armies—Republic, Separatist, Empire, Alliance—had any water vehicles?

These factions all have water vehicles, but such vessels aren't heavily featured as spin-off fiction depicting aquatic battles is pretty rare. The biggest showcase for such wet and wild engagements is the *Star Wars: Galactic Battlegrounds* game from LucasArts and



the Clone Campaigns follow-up. Aquatic is one of many different terrain types featured in these games, and players can equip their forces with above-surface aquatic vehicles.

The technical specifics of these vehicles aren't detailed—they instead have blanket categories. Frigates are speedy vessels ideally suited for scouting and defense missions. Cruisers are slower and carry powerful artillery capable of coastal bombardment. Destroyers are faster and specifically suited to engage other aquatic craft. Other vessels include water-based anti-aircraft vehicles. These generic types are represented in Republic, Separatist, Imperial, and Rebel ranks as well as Wookiee, Trade Federation, Naboo, and Gungan forces.

Specific vehicles can be found in a number of scattered sources. The old role-playing module, *Battle for the Golden Sun*, published in 1989 by West End Games has several Imperial water vehicles: the one-man waveskimmer speeder, a turtle-like AT-AT swimmer (All Terrain Aquatic Transport), and the named but not shown "TIE fighter boats." The *Star Wars Sourcebook* notes that the Alliance snowspeeder can be refitted for multiple terrains, including an aquaspeeder variant.

In *Dark Empire* (Dark Horse Comics, 1991), the battle against the Mon Calamari adds a few more vehicles on both Imperial and New Republic fronts—the huge Imperial wave walker (also known as a wave skimmer) and the smaller boat-like amphibian used by the good guys.

In the *Star Wars: Clone Wars* micro-series Volume One, in an episode showcasing Kit Fisto fighting against the Quarren Isolation League on Mon Calamari, we get to see some underwater Confederate craft. This includes the manta droid subfighter, the huge manta droid subcarrier, and modified MVR-3 speeders.

When Jedi turn to Sith, do their lightsabers turn red, or do they throw their lightsabers away and make new ones? And do Sith have to have red lightsabers?

As someone on the Episode III crew recounted when asked a similar question, "They're lightsabers, not mood rings." The internal crystal is what determines the color of the lightsaber, not the allegiance of the user. When Anakin Skywalker succumbs to the dark side and still carries his Jedi blade, it still shines blue. Jedi who become Sith—and it's not as common, speaking on a galactic scale—traditionally take up a new lightsaber.

While Sith lightsabers don't necessarily have to be red, the artificial crystal lattice preferred by the Sith do produce a red blade. Cinematically,

George Lucas likes to keep his lightsaber colors clear, so you can count on any Sith lightsaber featured in the films being red. The Expanded Universe, though, has some leeway in depicting these colors, just as it does in the depiction of Jedi lightsaber hues.

At the end of Episode I, during the Naboo solres, who is the figure near Yoda with the same type of ears but more human face and skin? Is this a hundred-years-younger Yoda species before they...uh, get green?

No, that is Even Piell, fellow member of the Jedi Council. He is a member of the Lannik species. Unlike Yoda, who is depicted either as a puppet

or a digital character, an actress—Michaela Cottle, to be specific—with makeup played Piell. As far as we know, Yoda's always been green.



Pretty in Pink: Sadly, Insider's editor-in-chief isn't quite bad enough.



When casting parts for a film, it's a rare case when a performer must be plugged into a role that, by and large, has been established prior to the actor ever taking a step on the set. Yet in filling the role of Obi-Wan Kenobi for the *Star Wars* prequels, George Lucas had to do just that. While there were probably others just as well suited to play the part, one young star shone brighter than anyone else—and the rest, as they say, is history.

Ewan McGregor erupted onto the *Star Wars* scene in 1999 as the Padawan learner, Obi-Wan Kenobi, in a role that seemed destined to be his from the start. Not only did he bear a striking, albeit young, resemblance to the late, great actor, Sir Alec Guinness, but McGregor was also the perfect age to play the prequel version of the Jedi Master to be. It also didn't hurt to have lineage directly connected to the original trilogy in the form of his uncle, Denis Lawson, who played Rebel pilot and cult hero Wedge Antilles (something that McGregor "reminded" George Lucas about when he came in for the interview in his audition).

Prior to playing the iconic part, the Scottish-born McGregor studied at London's Guildhall School of Music and Drama and then left the school just prior to graduation to accept a part on the popular British television series *Lipstick on Your Collar* in 1992. By 1997, he had already started making a name for himself as one the best actors of his generation, having starred in such independent films as *Shallow Grave* (1994) and *Trainspotting* (1996), which earned McGregor the London Film Critics Circle Award for Best Actor.

Will audiences have to wait long to see Obi-Wan in action?

There's an enormous amount of fighting, and it starts right after the [text crawl] with a massive sequence that in the first cut lasted about 35 minutes. Because it's the last film, we've really pulled out all the stops—no holds barred.

You've had a significantly larger role in the prequels than Alec Guinness had in the original trilogy, yet he achieved an iconic status, which is pretty impressive.

Oh, he's amazing! He's the man in the prequels, we've been able to learn more about the character, whereas in the original films, Alec was only, really, in the first half of the first movie. He cropped up in the other two a couple of times as a shadowy blue guy, yet he created this iconic figure that I'd grown up knowing. I've been lucky to step into his shoes.

Do you feel that you've benefited from Alec's portrayal of the character?
You know, it all goes back to him really—I feel my job is very easy. I just think about Alec Guinness and how he played his scenes in Episode IV. Really, the choices he made for the character are still his today.

How have you prepared for your role as the galaxy's most notorious Jedi?
I watched a lot of Alec before filming. I have done that each time, so my preparation has remained the same. This time around, I got [Lucasfilm] to make up a looped reel of all his scenes from Episode IV, which I kept running in my dressing room for the first three weeks over and over and over again.

I, JEDI

OBI-WAN MAY BE PLANNING A 20-YEAR VACATION OUT BEYOND TATOOINE'S DUNE SEA TO KEEP A WATCHFUL EYE ON LUKE SKYWALKER. BUT FOR EWAN MCGREGOR, THE ADVENTURE IS COMING TO AN END. **By Brett Rector**

Since 2000, he's starred in hits, such as Ridley Scott's wartime drama *Black Hawk Down* and Baz Luhrmann's *Moulin Rouge* opposite Nicole Kidman, which enabled McGregor to display his versatility as an actor as well as show off his ability to carry a tune.

Although he is inclined to steer away from big-budget, Hollywood-style film extravaganzas, the importance of his role in the prequels is certainly something that isn't lost on him. Recently, McGregor spoke about stepping into Guinness' Jedi robes, his synergy with co-star Hayden Christensen, and reaffirming the fact that the language of *Star Wars* is tough for any actor, no matter how prolific he or she may be.

Looking back on the experience as a whole, how does *Revenge of the Sith* differ from *The Phantom Menace* and *Attack of the Clones*?

If anything, it's more like [the original trilogy] than the other two films. In Episode I, for example, we had a lot of work to do to establish the plot and set up the saga as a whole, such as introducing the idea of the Senate and the Jedi. Even though we knew what Jedi were, we saw them after their collapse, so we had to show what it was like when [they] were the Knights of the galaxy. Episode II [in turn] was very melodramatic. Now in the latest film, there's nonstop action.

In *Revenge of the Sith*, you are actually made to resemble Alec Guinness.
It's been more important this time around than in the other films to get an Alec Guinness look and feel. Initially, there was talk of wigs, and I fought it. My [natural] hair is quite like Alec's, so I got away with having an Alec Guinnessy haircut. It's no longer a mullet, which I sported beautifully in Episode II. I've now passed [that] on to Hayden—he now carries the mullet flame through Episode III.

Your beard is also looking pretty sharp.

It's not a big, fluffy beard. Really, it's more like a goatee. In my mind's eye, I always imagined it was a bigger, more substantial beard than it really was. But the continuity in Alec Guinness' look is absolutely all over the place. There's quite a lot of leeway in there, you know? (Chuckles)

In addition to looking like the late actor, did you try to make yourself sound like him as well?

Yeah, [but] a lot of my vocal performance was done later in the ADR room because there's so much noise and wind machines and things going on when making the film. I'm not an actor that enjoys doing massive amounts of ADR, which is where you revoice the original scene. In this case, it's been quite handy because some of the action stuff made it very difficult to sound like Alec Guinness.



Throughout the series, dating back to the original films, there have been prevalent father/son relationships, the obvious one being Luke and Vader. But Obi-Wan really played a father figure to Anakin before that. How has that relationship grown through the course of the prequels?

[At the end of] Episode I, Obi-Wan becomes Anakin's mentor and Master, and there is a fatherly element to it, no question. In Episode II, Obi-Wan's more of a disciplinarian—he's always telling Anakin off and then Anakin is cheeky to him, which again is very father/son-like. In *Revenge of the Sith*, we have a more brotherly relationship—but certainly older brother to younger brother—and I refer to Anakin as being like my brother. Their relationship is complete now. You will notice this from the way we deal with situations—in battle, we're still joking with one another and looking out for one another. Very often, Anakin is saving my bacon when I'm knocked unconscious or whatever, or he steps in to help out when I've screwed up. Hayden and I are in [the film] a lot, and it's nice because we get along so well.

Speaking of Hayden Christensen, how has it been working with him this time around?

What I enjoyed about this film specifically (was) that we had more to work out together. There are a lot of scenes with heavy dialogue where we really had to knuckle our heads together to make them work. It's not enough that the right words are said and the information is put across—it all has to make sense, and our conversations have to be ones that our characters would really have. And I think that's what we've done well—we've made the scenes work.

You mentioned conversations. Many years ago, Harrison Ford made a comment, proclaiming, "You can write this [stuff], George, but you can't say it." Has the challenge of speaking the language of Star Wars posed any difficulties for you as an actor?

The dialogue is quite difficult to [say] as an actor. The challenge is to try to make it work. A lot of the dialogue is expositional because we often had to drive forward the plot. But expositional dialogue is always difficult for an actor because it involves saying things that wouldn't be said to someone else that knows this stuff. [Hayden] and I will be discussing something that we both know about, so the conversation takes place only for the audience's benefit. We as actors have to find some reason to be saying [our lines].

Has your relationship with Hayden stretched beyond your film personas?

We've [actually] created a relationship onscreen that mimics our relationship offscreen. As I stated before, we get on terribly well. We've made Obi-Wan Kenobi and Anakin Skywalker have a bond that needs to be there in order to make the original trilogy work—that being the betrayal and that Obi-Wan has lost his best friend to the dark side.

From your perspective, how do you view Obi-Wan's feelings for Anakin? Or rather, what elements of your character's relationship with Anakin evolved from *The Phantom Menace* to now?

In Episode I, Obi-Wan seemed very wary of Anakin as a child. Really, only because Obi-Wan made a promise to his dying Master, Qui-Gon Jin, does he agree to watch after Anakin and turn the wee kid into a Jedi, which he does to the best of his ability. [In Episode II], Obi-Wan is very wary for Anakin because I think he really loves him. When [Anakin] gives in to his anger or [shows] that his arrogance is getting in the way of him becoming a Jedi, Obi-Wan is disappointed for Anakin. There's also the fact that Anakin has broken the rules by falling in love with [Padmé], that they have a relationship, and that she is going to have his child, or children as it turns out.



"I just think about Alec Guinness and how he played his scenes in Episode IV. Really, the choices he made for the character are still his today."





Is there a particular scene you can point to in which Obi-Wan displays his disappointment with Anakin?

There's a scene where I've just given a lecture about what's happening in a certain place during the [Clone Wars], and Anakin comes in late. My first line is, "You've just missed the lecture on the Outer Rim," or something to that effect. Anakin, of course, should have been at the lecture, but he didn't turn up—he's late because he's been [whistles] with Padmé. Anakin says he's sorry and then Obi-Wan just sighs and begins to explain to Anakin what the lecture was about. But that little scene really sums up their relationship. Again, Obi-Wan is disappointed for Anakin, not at him.

Do you have interaction with some of the other actors in *Revenge of the Sith* that you didn't have in *Attack of the Clones*?

I did some really nice scenes with Natalie [Portman], whereas before I didn't have any scenes with her at all. It was nice, really lovely, to finally get to act with her because she's such a sweetheart. I also got the chance to work with Ian [McDiarmid] in some fairly big scenes. There's a [great] segment at the beginning of the film with Ian, Hayden, and myself. It was good fun and a nice dynamic. We're both Scots, Ian and I—he's an extraordinary actor. He's definitely someone you can learn from just by watching him work.

What other scenes did you enjoy working on in *Revenge of the Sith*?

I'm very happy with all the fighting scenes, [even though] they were incredibly exhausting to do. And there are so many of them; there's such a lot of fighting—Hayden and I were constantly filming each sequence at such a fast pace. Plus, we would film one [scene] right after another. We would finish shooting one and there would be more. It was something we did well together.

Were the fight scenes harder to do now that you're a little older?

Yes, it was very slow [going] now that I'm a bit older than when I filmed Episode I. For that film, I'd fight all day long, I didn't care. It was like, "Let's do more." Whereas now it's like, "Okay, guys, I think that's it, I've reached my limit." I really noticed how much my stamina had decreased in that respect. But it was a slow process, and I think that was the best way to approach it because we weren't going to get all of them done at once.

How long did it take you to get physically ready?

At first, all the movements looked very wooden, and it took about two weeks for my style to come back because my body had to remember what it was like. Plus, there were an enormous amount of moves to learn, and none of the fighting was improvised—that would have been too dangerous. We had to perform each move to such a degree where we didn't have to think about them. Because we were moving so quickly, our bodies had to remember where the next cut is coming from. We weren't thinking. "Okay, he's coming to my shoulder, now he's going to cut to my head." It all had to be fluid.

What was it like filming on the Tantive IV set?

It was a trip to film on that set. [Lucasfilm] re-created the original corridor that Darth Vader stepped onto at the beginning of [A New Hope]. I've had a few moments while filming *Revenge of the Sith* that have taken me back to my childhood, and both have been while filming with Anthony Daniels. Being on set with C-3PO made me remember what it was like to be seven [years old] and watching the original films. And I felt the excitement of being in [the prequels] now. I was also in a scene with R2-D2, which was a bit weird as I found myself quite choked up about it, about this robot. It was quite a moment.

What does your mind conjure up as far as Darth Vader?

I still think [because] of the iconic black helmet and cape, he's the epitome of all evil and everyone's favorite baddie. There's something chilling about his breathing noise that as a kid made you frightened—just the idea of bumping into him was very frightening. Yet there was something about him that didn't make him seem so nasty. Vader is a doable bad guy for children, and I think that's quite important. I don't think of him being like the child-catcher in *Chitty Chitty Bang Bang*—that was really terrifying, the thing of nightmares.

Does it ever cross your mind that you're working with Vader?

No, I never thought I was working with Darth Vader because he wasn't Darth Vader yet, really. Right up to the end, I think Obi-Wan still had hope that Anakin would come back. However, there's a certain point where he realizes [that] there is no hope and then the cloak comes off. ☐

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"Being on set with C-3PO made me remember what it was like to be seven [years old] and watching the original films."

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The galaxy is a much darker place in *Revenge of the Sith*, and the costumes certainly help set the mood. By Brett Rector



Material World

Just as important as the myriad of characters and creatures of Star Wars, the costumes that drape the mythic heroes, villains, and vermin help define why they are, whether they be good, bad, or just plain ugly (no offense to all the Weequays out there).

During the making of the original trilogy, English-born John Mollo had the honor of designing costumes for *A New Hope* (for which he won an Academy Award in 1977) and *The Empire Strikes Back*, while the tandem of Aggie Guernard Rodgers and Nilo Rodis-Jamero lent their talents to dressing up the actors in *Return of the Jedi*. While all three helped shape the look of the Star Wars universe, it wasn't until Scottish-born designer Trisha Biggar was hired to work on *The Phantom Menace* that the costumes became defining and extravagant.

Unlike in the two previous prequels, Biggar and her team had a more challenging task of linking the fashions in Episode III to those found in the first three films. In this exclusive interview, Insider discovered just how important the subtle use of fabric, color, and texture is in weaving together an alluring and believable cinematic experience.

What's the difference between designing for a film like Star Wars and designing for a more realistic film?

(Laughs) It's very similar but obviously very different. On something like *Star Wars*, you can find inspiration from any culture, any time period—there are absolutely no limitations. You can use anything from anywhere, and that's fantastic.

How many people did you have working on costumes for Episode III?

On this film, (we had) much less than on Episode II, which had about 120 to 130 people. I think between the Costume Department and Costume Props we had about 80 people.



*Was it easier this time around to get everything set up, seeing that you only worked in the Sydney location and not in both Sydney and London as with *Attack of the Clones*?*

It felt much less rushed, and it was much nicer to have the workshop [in Sydney] going for a longer period of time. We were able to set up, get organized, and be ready to go by January of 2003. It was also nice to be in Sydney longer.

How long before setting up the workshop did you start work on the costumes?

I began working on the project in August of 2002. At that time, I went to the Ranch to have an initial meeting with George to talk about what he was envisioning for the various environments and to see what the concept artists had started developing for those environments. I then returned to London to look at fabrics and to start thinking about colors and so forth.

When you finally decided on what fabrics to use, where did you go to search for them?

We ended up using fabrics from everywhere. In the States, we bought fabrics in Los Angeles, San Francisco, and New York. We also sourced a lot of fabrics from a big trade show in Paris, which happens twice a year, that manufacturers from all over the world come to. From there, we ended up contacting agents in London from these various manufacturers and bought fabrics in Japan, China, (and) India. Really, all over [the world]. I also like to use a lot of vintage fabrics, which I sourced from all over the place, including Scotland, America, and France.

When going over the script with George Lucas, how do you decide when a character needs a costume change?

With a normal script, you work from a day-by-day breakdown, and in a way, we did the same thing with *Revenge of the Sith*. Basically, for each planet and galaxy that is seen, we break down each into story days. For instance, on Coruscant, we would work out when it was morning, afternoon, evening, or even the next day, and then decide when to make a costume change. Usually, if it's the next day, [the actor] will get a change of clothes, unless there is a reason why they would be wearing the same costume. George has a very clear idea of what he wants—even if the script wasn't on paper, the story line is in his head.

With so many characters, is it feasible to change an actor's costume for every occurrence?

Often, we would keep [minor] characters wearing the same costume. For the major characters, we could afford to change their clothes as often as necessary. George fancies costume changes.

The Star Wars films are heavy on action, which usually calls for stunt men and stunt costumes. What considerations are taken into account when creating those?

For one, they have to be detailed very closely to the original costumes. For example, when creating [the normal] costumes for the Neimoidian gunners, we made them out of all sorts of fiberglass; the stunt versions were made out of a flexible [material]. For Palpatine's stunt costume, we used exactly the same fabric for [it] as we did for [Ian McDiarmid's costumes]—they are complete copies. In that case, we allowed for extra padding to be worn underneath by the stunt

man. We also made some lightweight cloaks for Obi-Wan's water scenes, which involved using metal weights to fit into different parts (of the cloaks) to keep them from becoming like a parachute and floating up.

What about fireproofing the costumes for scenes that involve pyrotechnics? We would give samples of the fabrics to the special effects team to be burn-tested. They would separate the costumes into sections and give them back to us to be fireproofed. We would then turn them around for a second test. In some cases, we would have to use a second coat of fireproofing. If you have pyrotechnics, obviously you have to make sure.

Did you know beforehand that pyrotechnics would be involved? When we made some of the costumes, we didn't know if there would be pyrotechnics involved or not, so we didn't know (that) we needed to use fire-proof fabrics.

How did you make the costumes fireproof? Using a spray. We used a special solution that's safe for skin because the [entire costume] had to be saturated.

Did you take it personally when your costumes were burned or torn? Not at all because they were being made for the story. If the story called for it, it never bothered me.

In the previous films, there was certainly an emphasis on the wardrobe of Padmé—Episode I was very focused on her as a Queen, while Episode II focused on her more casual, romantic side. How did you design for her character in Episode III, taking into account that she's pregnant for the whole film?

First off, George didn't want her to appear pregnant in any sort of public situation, the idea being that all the senators and people in the outside world wouldn't know [of her condition]. Only her handmaidens and Anakin would be aware. The difficulty was to create a shape for her costumes that would look natural and allow for movement like sitting and standing so the people she's interacting with wouldn't know she's pregnant. We settled on a basic shape that worked quite well. All

the costumes (in which) she is seen in public hang from the shoulder and are supported on what is [essentially] a simplified corset shape underneath. [Using] steel rings in the petticoats and quilted petticoats to keep stiffness underneath let me use soft fabrics on the top, so there would still be a very soft, feminine feel to her costumes.

How do Padmé's casual costumes differ from her Senatorial costumes? The fabrics we see her in at home, where she's more relaxed, are sort of soft, fluid, and floaty. Of course, we're all very aware that she's pregnant then, roughly seven months. All told, Padmé ended up with 12 costumes in this film.

How did you handle the bump, or baby, that you were covering up? For the bump, we ended up making a variety of different shapes to work under different outfits—for times when Natalie would be sitting rather than standing or walking (for example). We also made a modified bump if we wanted to see more of it or be more aware of it. In the end, they were all roughly the same size.

What did you do in terms of color to give the impression that this is a darker film?

In Episode II, most of [Padmé's] costumes ended up having pastel colors—soft, pale pinks and yellows. At that time, she was falling in love and being flirtatious. In Episode III, her situation is more serious, and the colors [we used] are much darker and more muted—really, less playful. Now, there is a war going on, Anakin is away, nobody knows she's married, much less pregnant, which will create all sorts of problems when people find out.

Did you prefer the lighter side of the Attack of the Clones designs, or did you like exploring this darker side of Episode III in terms of [Padmé's] costume designs? It was nice to show the more somber, serious side of [her] life with slightly darker colors but without making them hard. I still used colors that



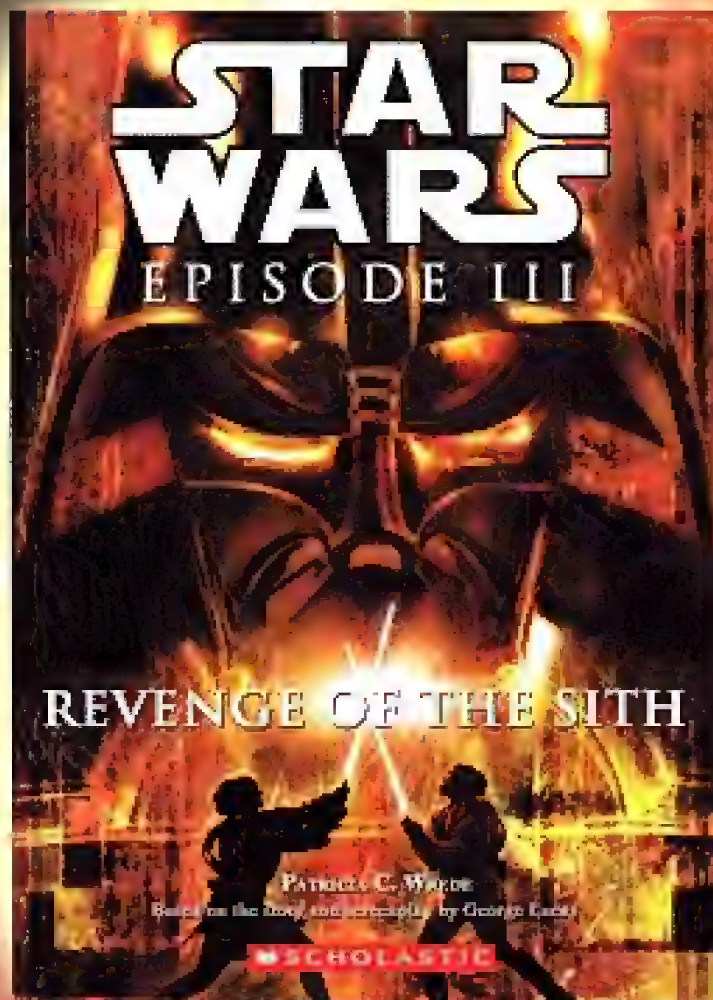
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would light beautifully and that would have richness. She is still a senator, after all, and still in a position of power, influence, and importance, so the costumes have a slight ceremonial quality [to them]. The fabrics are all very beautiful and embellished in many ways using different techniques—either with printing, embroidery, or by adding vintage pieces and various things.

Another character that has many different costumes is Ian McDiarmid (Supreme Chancellor Palpatine). How did you approach his character when you began designing?

It was quite interesting this time because in Episode II, Ian had one or two costumes. [In Episode III], because of all the different situations we'll see him in—like fighting, escaping from crashing spaceships, and so forth—he needed more costumes to show [that] his powers had increased. It was nice because we could use textures and lots of dark colors to show the audience the deterioration of his character. The first costume you see him in on the Trade Federation starship [is made of a] kind of wool with a latex-type material over the top, which gives an almost crumbling-animal sort of feel to the fabric and helps show the inner decay of his character. Some of his costumes are quite elaborate.

What did you do to further show his transformation?

We used lots of velvets, embroidery, and printing to give [his costumes] some extra depth. The flow of color that we used allowed us to get to black, almost. The costume we ended at before he becomes the Emperor is sort of a dark elephant gray, which in some lights looks black, but [it] isn't.

"When we made some of the costumes, we didn't know if there would be pyrotechnics involved or not, so we didn't know (that) we needed to use fireproof fabrics."

And with Anakin ultimately becoming Darth Vader, did you approach his costume in a similar fashion?

Yes, we make him much darker this time, too; [although] he was quite dark already. His dark-brown costume almost ends up black-brown.

Did you make any major changes to the Vader costume for Episode III?

Actually, we didn't make any major changes at all, except we made the costume to fit Hayden—it's completely new. There are some things that we've [corrected], however, like the helmet—the original was completely uneven, both halves were totally uneven. When it was first sculpted, it was obviously done by hand, and one side of the face is slightly at an angle. We made it so it was symmetrical. It allowed Hayden a lot of extra head movement that wasn't possible before.

What was it like when Hayden came on the set fully decked out and ready to film the scene?

That was a fantastic moment. I think for Hayden it was huge because of the history of Darth Vader. Again, we did very little two change the design from [that in] the original trilogy, but we smoothed things out [a bit]. But when he appeared, it was just spine tingling. ♫



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OMEGA SQUAD: TARGETS



Headquarters, Special Operations, Coruscant: Area Company Barracks.

"Go on," said FI. "Shoot me. Do your worst."

He held his arms away from his sides, presenting a clear shot to his comrade. Atin raised the Verpine shotgun and aimed two handed, his left hand steadying the grip.

"You're all mouth, FI," he said.

Atin squeezed the trigger. FI's armored breastplate puffed a cloud of coating with a loud crack, and he fell back against the wall of their quarters. Verps were silent except for the impact and the screaming that sometimes followed the blasts. FI wasn't screaming. But behind his visor, his mouth was open in a silent oh-of pain.

Atin stood over FI and checked both the breastplate and the Verp's chamber before hauling him back to his feet. They took off their helmets and looked around for the spent projectile. FI picked up a flattened disc of metal whose edges were soft and curled back like a flower, and tossed it in the air for Atin to catch.

"Okay, the upgrade worked," said Atin. "But you can't blame me for checking. I spent a month in the bacta tank thanks to one of these."

Ri didn't trust Procurement any more than Ain did, not when there were more than 10,000 saps of costly equipment to upgrade. They'd griped about the expense, but now everything—from their armor systems to their DC-17 rifles—was hardened against EMP and Verpa, the two weaknesses that had almost got them killed on Qikura.

Ri slipped his helmet back on and repped his knuckle plate on it. "Well, nothing short of a sustained laser cannon is going to give us a headache now."

The door whispered open. Niner, all grim responsibility, stood in the doorway in his black body suit. Garman was behind him, armored up, helmet tucked under an arm.

"What was that noise?" Niner said.

"Testing the new armor, Sarge."

"Testing my patience more like." He made an irritated click with his teeth, just like Kai Shinya used to; Ri could see more of their old training sergeant's habits in Niner with every passing day. He glanced around the room. "You fired a weapon in here?"

"It's okay, Sarge, we were wearing helmets." Ain stood his ground. Sensible precautions often placated Niner. "You don't trust Procurement."

"Well, game over. We've got trade. Armed siege at the GC spaceport."

"Don't they have civil police for that sort of stuff?" Ri asked. "We'll be directing traffic next."

"Not when there are hostages and one is a Senator." Niner held out his hand to Ain for the Verpine, studied it, and then handed it back. "They've never dealt with anything like this before, and they heard we were the boys for the job."

Ri lifted his backpack from his locker. "I didn't have anything special planned for this evening anyway." Ain was right: He was all mouth. He became two men again, as he always did when it was time to roll—the commando who was eager to put his hard-won skills to the test and the scared kid who wasn't sure he'd be alive tomorrow. He found himself worrying whether he'd signed out the Verpine from the armory. How much trouble could an armed siege be, anyway? He had his Kinnam armor and his—and his mates—could take on a small army.

They all knew what the final score would be, more or less.

Ain gave him a shove and tucked the Verpine in his belt. "After you."

Maybe Ain was thinking exactly the same thing.

HoloNews Update, 1530: Senator Meena Tilla is believed to be among six hostages seized by an armed gang at Galactic City spaceport. Police have sealed off the area and all city traffic and interplanetary flights are being diverted. Expect long delays. More later.

Galactic City, Coruscant, was amazing.

Ri leaned out of the police assault ship's bay with his DC-17 clunking against his breastplate at every swerve and lurch of the vessel. Wind whipped into the hold, flattening his hair and peppering grit against his armor and his face. He'd never seen so many brilliantly colored lights. The walkways and skylanes stretched as far above him as they did below. No wonder they called this place the Abyss.

"Get your head back in," yelled the pilot. "What are you, a tourist or something?"

Ri leaned a little further out, trusting the safety harness. "But don't you think it's amazing?"

"Yeah, every rotten, stinking shift," said the pilot wearily. "Get him back inboard, will you?"

Niner jerked on the line. "Ri, don't frighten the civvies," he said. "It's not nice. And put your helmet on."

Cloud cars filled the airspace. The Coruscant Security Force pilot was trying to edge the custom MAATs between crammed civilian traffic packed solid in three directions, curving under his breath. The pulsing wall of the emergency klaxon and flashing lights were enough to make the dead clear a path. But nothing moved in the gridlock. Speeders almost scraping the bodywork tried to escape into gaps that weren't there; 25 meters of assault ship didn't fit well into the tight sky lanes.

All that Ri had ever seen of Coruscant was barracks and a compound bounded by security walls. None of the commandos had ever been on a run ashore, a social adventuring that Skirata had said they should experience at least once in their lives. From the crew bay, he could see crowds of every species pressed up against barriers, brightly lit shops and bars and apartments, exotic and unimaginable places that beckoned. Yes, he'd leave that run ashore some day.

Omega Squad chatted on the privacy of their helmet comlink, audible only to each other. Ri dragged his gaze from the outside world and settled into the bitter-sweet cocoon of his helmet, at once both reassuring and confining.

"Receive schematics, people," said Niner. "And real-time view."

A display of lines and fly-through images filled Ri's HUD. The image that Niner had transmitted from his data pad was the plan of the spaceport building; long walkways led off vaulted halls and service areas, cubes of offices lined corridors, and power conduits wove through the image in green light. Superimposed on top of the overview, a real-time image of the main spaceport arrivals area showed knots of blue-armored Senate Guards and CSF squads in yellow vests crouched behind security barricades, some engaged in animated conversation.

A blue hologram figure of a dick-set man in uniform shimmered into life in the hold, a little peunchy but still looking like he could give as good as he got. "Commander Obriin here, Senate Guard. Can you see this, Omega?"

Niner spoke for them. "Got it."

"They're holed up in a customs clearance corridor, and they've threatened to detonate explosives. Two sets of doors, and we've left them control of pro to stop them parkicking and doing something stupid."

"How many confirmed?"

"Six passengers, and we're trying to get pictures of them." Obriin might not have played this game before, but he had some common sense. "Witnesses report four perpetrators armed with blasters and carrying something in backpacks, which we have to assume are explosives. No ID on them yet, but they were all on the same flight."

"Any contact with the targets?"

A pause. "If you mean the gang, they've issued demands and we have a secure comlink established with them."

"And you have primacy? Are you running the show?" Ri could hear the dub in Niner's voice. "I thought the city came under CSF jurisdiction."

"Not as long as I have a Senator and his aide in danger," said Obriin. The hologram began to waver again. "Obriin out."

The CSF pilot brought the assault ship to a sudden halt. The understated black and white marble facade of the spaceport terminal shimmered with ruby under flashing police lights. The front of the building was a crush of speeders and other emergency craft, none of them making a good job of keeping an access corridor open.

"Can't get in any closer," said the pilot. "You'll have to rope it down the rest of the way."

"Don't wait for a tip," said Ri and wondered where he'd picked up the phrase.

"We are citizens of Haroun Kat. The Republic has fueled the civil war on our world and now brings a fresh war to us. Remove your presence from our planet now, or your Senator and the passengers die. Now you know we can reach into the heart of the Republic." (Message sent to RHN newsmen by Nar'vay, leader of the group claiming responsibility for the hostage incident.)

Ri braced his legs, placing both boots on the outside rail of the ship's troop hold. He gave the rappel line one last tug to check that it was secure before dropping 15 meters to the walkway, DC-17 ready in one hand, a sea of open-mouthed faces staring up at him from behind the police cordon.

A sudden movement in his peripheral vision made him raise the rifle. A hovercam with a RHN logo was sitting motionless 5 meters to his right, too far inside the cordon, outlined against the clean, white facade of the port. There was no point being covert ops if you were on the news and your target might be watching. The rest of the squad could see Ri's field of vision via an icon in their helmet links.

"I don't think that cam's seen a Deece before," said Garman's voice.

Ri's boots hit the walkway and he aimed. The hovercam darted left then right in his scope, fast but not fast enough. "It has now."

A shout of "Hey!" followed the thwack of exploding hovercam. The rest of Omega Squad hit the ground and jogged toward the terminal entrance. "You shot my cam!" yelled a woman from the watching crowd. She was wearing a bright yellow tabard emblazoned with the word MEDIA in large letters. "You shot it!"

Ri touched his glove to his helmet in apology, just as he'd been taught, but he still thought it was a pretty good shot. "Oops. Beg your pardon, ma'am."

He jogged after the others, conscious of the staring crowd. Ri saw his armor as safe and welcoming. But the expressions on a couple of faces made him realize that ordinary people were scared by it.

And it wasn't just the civilians who found Omega Squad a riveting spectacle. The CSF and Senate Guard officers at the forward control point stared, too. Obriin stopped a head-to-head discussion with a CSF lieutenant and stepped back from the defensive barricade of baggage repulsors and portable blast shields erected 10 meters around the customs hall.



"I see you're tool-ed up," Obiim said, eyeing the DC-17s with a distinct air of alarm. He almost slid his modest police issued blaster behind his back. "They're not driving Trade Federation tanks, you know."

Fi decided that this police had a lot to learn about sieges. You could do anything with a Dooce: A turn of the wrist, and it was a sniper rifle, grenade launcher, or a regular blaster. You could even club someone with it if you had to, although Fi hadn't tried that yet. He checked the vibroblade in his gauntlet out of habit, and the shunkshunk sound as it extended and retracted made Obiim flinch.

Niner made that annoyed click. Fi took the hint.

"Let's got a com-ig there first so we can see what's going on," said Niner. He beckoned Darman and Atin forward. "Pictures, Commander? We need to know who to shoot."

"You're a bit keen."

"If you're not a hostage, you're a hostage taker, and that means you're dead a few seconds after we go in. We hate to make mistakes."

"What do you mean by go in, exactly?" The CSF lieutenant stepped between doors. A name tab on his vest said DOVEL. "I'm incident commander. I say how and when anyone goes in. We've got a Jedi coming down to negotiate with the leader."

Darman took his back off his back and began pulling out coils of high-yield charges and detonators. He was staring at the security doors as if calculating. "We'll still got the charges in place, just in case."

"No, that's not how we do it," said Dovel. "We don't wait the hostages charged. No storming, no heroics. Not yet."

Obiim interrupted. "Senate Security Committee wants this ended fast to show Harun Kal we're in control. They can't just walk in here, grab a Senator, and hold the Republic's finest at bay."

"Maybe the Republic's finest, or you to be exact, should have concentrated on ensuring secure transportation for Senators," said Dovel. "What about those other hostages? You want to tell their families that they got fried because you called in the heavy mob to save a politician?"

Niner waited, all mild, deceptive patience. Fi had decided on first meeting him that he was a miseryguts, but now he found him solid and reassuring, just the way a sergeant ought to be. "Let's be clear what we're trained to do, gentlemen. We go in and extract hostages by any means necessary. We don't ask for ID. We don't take targets alive. We don't avoid damaging the furniture. When you send us in, there is no happy ending." He paused as if waiting to see if the reality of the request had sunk in. "So we'll just wander around and rig the interrupts to the power and light, and you call us when you're ready to roll."

Atin took a couple of strip-cams from his backpack, each no bigger than a sheet of film. Fi switched to the internal helmet comlink. "You think they're real terrorists or Harun Kal government agents upping the ante?"

Atin shrugged. "I don't care as long as they fall over when we shoot them."

A commando's life was all clarity. Fi was glad he wasn't Obiim—or Dovel.

HoloNews Update, 1700: The family of an elderly couple held hostage with Senator Tels have made an emotional plea for their safe release. The wife, Gira Lander, from Garga, were on their way to see their first grandchild when they were seized. Other hostages have been named as customs officer Denn Braker and Senate liaison aide Mun Morret Jai, but the identity of the sixth hostage remains unknown.

Obiim was talking on the comlink to Nurlin Ar in carefully restrained tones while Omega listened in. Fi was concentrating on the sounds in the background with an intensity learned from growing up where everyone looked and sounded the same, distinguished only by minute variations in tone and expression.

He could hear the old woman's voice saying, "Oh Jor...oh Jor..." over and over very quietly. From time to time, he heard an equally quiet reply from the old man: "Don't you worry."

It made him uncomfortable. He wasn't sure why.

Obiim let out a breath. "The Jedi's here."

Fi's stomach churned when he saw the distinctive red-trimmed visor of an ARC trooper captain through the grimy white helmets of the CSF line. The line melted away for the ARC: Behind him trailed a human male in a very well-cut business suit, a young Twi'lek Jedi, and...

...a scruffy, wiry RWB man who looked old enough to be everyone's father, a man with a face as wrinkled as his clothes, buzz-cut grey hair, and a limp that didn't stop him from covering the ground like a racing aduplendo.

"Sarge!" said Fi.

Niner's head jerked up. "H?!"

Kal Skrata reached them a stride ahead of the ARC captain. He grinned up at Fi as if he recognized him, but that was impossible. He'd had a hundred identical young commandos in his batch. He couldn't possibly remember. He couldn't possibly see past the visor, either.

"Who let that vagrant in?" demanded Obiim.

"That," said Fi, "is the man who taught us all we know."

Obiim sighed. "We're screwed, then."

Fi touched his fingers to his helmet anyway, even if Skrata was out of uniform. "Sarge, what are you doing here?"

"Where there's trouble, Fi, there's always a job for me. Special security adviser now." Oh, he knew. How? How? "Nice new armor. Going on a date? And who's he?" Fi followed Skirata's gaze. That's Atin. Hang on, how do you—

"Lads, this is Master Kaim and the Senate Head of Public Affairs, Mar Rugayan." Fi heard Obrim sigh again. "And ARC M-11. We all want the same outcome—hostages out, scum bags dead, traffic flowing again. Let's get to it."

Kaim looked like a youngster aged early by responsibility. He stared at the door behind the barricades and closed his eyes for a moment, lekku moving ever so slightly, hands clasped in front of him.

"I'm going to ask them to let me in to talk," Kaim said. "When I have their attention, I will help them decide to release the hostages and to talk to me, which will not be easy with Korunnal." He took his lightsaber from his cloak and handed it to the ARC. "I have to show goodwill and enter unarmed."

"You're nuts, sir," said Obrim. "You're giving them another hostage."

"One with a choice," said Kaim. "Captain, if I get inside, you have command here."

The captain just nodded once. Atin took the strip-cams and held one out to Kaim. "If you get a chance, sir, try to leave this inside. Anywhere. Even if we can't get an image, we can pick up audio."

Kaim examined the strip and tucked it in his sleeve, then took out his comm. "Mudra-Ar, can you hear me? Will you let me in so we can speak?"

The simultaneous chunk and clunk of 20 service-issue blasters powering up made Fi turn and aim in time to see the doors of the customs hall begin to part. For a moment, the commandos were a single wall of rifles with the two police forces. Slowly, the blade-thin gap opened wide enough for Fi to see a few huddled shapes inside.

Kaim kept in.

GC spaceport terminal building, 1743.

Fi could see what Atin could see and hear what he heard. The squad had switched to the cam output within their helmets, and they were all focused on an unstable image of folds of fabric and the muffled but audible conversation.

"Let these people leave," said Kaim. "You don't want to harm them."

"And no doubt you don't want to harm ordinary Korunnal, yet your interference does just that." The view from the cam shifted and Fi could see figures distorted by the wide-angle lens: four men, one in gray, one in dark green, one in light tan, and one in a loose, dark-brown coat. All had their faces obscured by black scarves. There were figures behind them, two groups of three, also with their heads covered in the same scarves. But they were the hostages. Judging by their huddled positions and their clothing: out-of-date fashions from Garqi, a business suit, a customs uniform, a Mon Calamari Senator's formal robe, and a cheaper imitation of it.

Fi thought. Fi's helmet was recording. *I don't need to see your faces. I know what you wear, how you move, how you sound, and that's how I'll know who you are when I blow your brains out.*

Kaim's voice was soothing and reasonable. "These people need food and water."

"That's the least of their worries." The one in gray: Fi noted his voice. The one in light tan turned to look at the Senator and told him to shut up. Green Man was holding his blaster left-handed. Denal. "Take a look at their baggage."

Tan Man—Fi now saw the targets as color-coded—grabbed the old Garqian man by his shoulder and dragged him across the polished tiles a little way from the wall on his backside. The old woman's voice whimpered, terrified. Fi could see now what Gray had meant by baggage: The hostages had small packs strapped to them.

"Six lives are a price worth paying, Jedi," said Gray. "We will detonate the charges."

"This wins you no sympathy. Mercy will."

"We don't require sympathy. Just your compliance."

"Let the old couple go, at least."

There was a pause. Fi wasn't sure where Kaim had managed to place the strip cam, but Gray's shrouded face came closer and Fi saw two pale eyes as if he was looking into them personally.

"Lying Jedi filth! Spy!" Gray hissed, and the sound and image crashed to static and black.

"Ferfek..." said Atin.

They heard the screams. They weren't only from an old woman. Then there was a thud and shouting—"Shut up! Shut up, or you die now!"—then silence.

Fi looked to the ARC, rifle aimed at the doors: Daelman raised the remote detonators in his glove, a mute request for permission to blow the doors.

"Hold fire," said the ARC.

The twin doors began to part and Fi, Atin, and Niner had their Deacos trained on the widening gap. Fi could see the different views through their scopes in his HUD. "I said hold!"

Something tipped and rolled onto the polished marble and the doors sighed shut again. It was Kaim. Fi and Niner edged forward first and the police closed up behind them. Fi wondered how much the hovercams and broadcast droids could see. Could the gang see them?

Kaim wasn't moving. Niner put out a cautious hand to pull back the Jedi's robe, and Fi saw a flicker of light and heard Niner catch his breath.

"Booby trap—counting down!"

Fi didn't think.

The police officers were right on top of him, unprotected.

He dug himself dug on Kaim's body, eyes tight shut so he wouldn't see the shattered face, waiting long fractions within fractions of seconds before a shock wave lifted him like a body blow and raw noise filled his helmet. He felt as if he'd been shaken hard in a metal box. For an instant, red light flooded his eyes behind his closed lids.

How long the next moments took he didn't know. But he could hear the ARC shouting, "Did those cars! Do it! Now!"

He could hear yelling, so he wasn't dead. That was something.



HOLOFASH, 1758: A *Huut* *Kill* group noting Senator Tan has killed a Jedi negotiator. All location cams have been disabled in a news black out, but we've just expressed heroic warriors as the Jedi a loosely-framed remains exploded in the terminal. It's thought a member of the elite Republic Commando shielded the blast with his body. Viewers might find the following images distressing.

"What do you use for brains, Fi?" Skirata teased, supporting Fi's shoulders. "You're a d'ikut."

Fi could feel bruises forming everywhere he had places. He sat upright with some difficulty. "Thanks for the sympathy, Sergeant. I'm fine."

"You trust that pretty armor a lot more than I would." Skirata suddenly shook him fiercely by the shoulder. "Don't you ever scare me like that again, son. You hear? Let the cops look after themselves."

It hadn't been a big device, just enough to kill or maim a couple of people, but not enough to breach Katarn armor. He'd smothered the blast and the shrapnel that went with it. Fi hadn't been 100 percent sure at the time that the armor would absorb the energy from the blast, and now that the adrenaline had finished coursing through his veins he felt shaky.

The ARC stared down at him, hats on hips. Skirata kept calling him Ordo. Skirata insisted men had names, not numbers, whatever the rules said.

"Nice move," said Ordo.

"Nice skirt." Fi detected Ordo's battle-scared belt-strap, shredded at the hem like a flag that had been left too long on its mast. He wiped his armor, trying to forget what was smeared on the plastoid alloy but the smell kept reminding him. "Really suits you. Hand washable?"

Ordo's expression was hidden behind his visor but his tone wasn't. "It's a *kamak*," he said, all ice.

"Same day, Fi, someone's going to belt you one," Atin muttered. "And it's probably going to be Ordo."

He was right. But Fi didn't know any other way to keep his gut from shaking at times like this. It was how he coped. He was relieved and he was shocked, and now



he had to get on with the job. He leaned on his Deece to get to his feet and saw that the came and droids had gone; the illuminated displays in the terminal were black screens, and the amber emergency lighting was on.

So Ordo had deployed an EMP device to knock out the holocams, and it had taken out all the unshielded equipment around them too. Dropping. A crazy but necessary move, Fi thought, sealing as it might have triggered whatever explosives the gang had rigged. He linked into Niner's helmet and saw that he was running and re-running the images of the gang that Kaim had paid for with his life, memorizing the identifying details.

Rugeyan was looking around the terminal hall, chatting on his comlink, the embodiment of pure calculation. "Okay, so we'll have to take the news conferences at the Chamber...any more bodies, and they go out via the back...I know, it's not good seeing Jedi body parts...the grunt was great, right?"

Ordo and Skirata looked at each other as if some common bond had sprung up from nowhere. Fi wondered if they had some comlink of their own; Skirata occasionally slipped something into his ear and removed it again. Ordo poked his head but Skirata smiled tightly and without humor. He turned to Rugeyan and put a scorned hand on the sleeve of his nice, sharp tunic.

"Son," he said. "I couldn't help noticing that you called my boys grunts. Don't do that again, will you?"

Rugeyan looked down at Skirata as if he'd noticed him for the first time and lowered the comlink. "We want the Senator out now. Nothing else matters."

"I'm glad you pointed that out to me." Fi couldn't see what Skirata did next, but his arm dropped down and suddenly Rugeyan seemed to be taking a lot of notice of him. His eyes bulged visibly and a small *uh* noise forced its way past his lips. "Now that I have your attention, may I suggest that you remove yourself from the incident scene and let Captain Ordo and my boys do their jobs?"

Fi was mesmerized. Darman jogged up to the tableau of frozen pain. "Charges laid, Sarge. Ready to go."

Skirata's arm fell back to his side again, and Rugeyan inhaled sharply before brushing down his tunic and striding away with somewhat splayed legs.

"I'll remember that move," said Akin approvingly. "You never taught us anything like that."

But Vau had certainly taught Akin the exacting procedures for slaming a building. Fi knew. He just wondered about Ordo. ARCs weren't team players.

"Fancy a bit of action for a change, Captain?" asked Fi. "Give your Deece a day out?"

"Don't worry, if your luck holds, I'll be right in front of you," said Ordo, toneless. "If it doesn't, I'll be behind you."

Fi thought about that for a few moments. Then he started wondering again why Numin-Ar and his cronies hadn't seized hostages on the transport before it landed; it was a better location to withstand an assault. The fools were facing certain death. They wouldn't shift the Senate's position. And they had to be stupid. If they didn't realize that.

In the end, though, their intelligence levels wouldn't matter. He checked his Deece, rehearsing rapid changes between modes and aware that Ordo kept looking his way.

Holoweb Update, 1830: The Hanyun Kai government has denied knowledge of Numin-Ar, leader of the group that's holding six hostages at Galactic City space port. But in an unusually robust statement, the *Hanyun Kai* ambassador says she "fully understands the group's frustrations" and has urged the Republic to cease interfering in her planet's affairs.

One of the CSF officers brought a tray of caf in droid cups and handed Fi one first. A camaraderie had sprung up; Fi rather liked it. The cops actually seemed in awe of what he'd done, and he began to realize that it felt good to be held in that kind of regard.

"No cookies?" said Skirata, and took a cup.

The squad took their helmets off to drink. The officer seemed distracted for a moment, staring at their faces. "I'll see what I can do," he said.

"Don't wait for a tip," said Skirata. Fi smiled to himself.

Ordo and Dovel were observing a few paces away, and the group stared at the hologram of the terminal layout that Ordo projected into the space between them.

"It's an oblong room," said Skirata, and slurped his caf. "No scope for anything clever. It's just going to be a matter of speed, force, and knowing who you're going to drop as soon as you're in there."

"But how are you going to stop them setting off the devices?" asked Dovel.
"By slitting them before they can move," said Niner. "We've done this more than 100 times, and we know how each other thinks. This is probably their first time."

"And their last," Ordo dipped the finger of his glove through the shimmering virtual roof space of the customs hall. "I'll take the roof and keep the hostages safe until we get bomb disposal in there to deal with the devices."

"All the hostages?" said Orlin.

"I realize the Senator is a priority."

Dovel chewed his lip thoughtfully, clearly a man who no longer wanted primacy in this incident. Fi thought that was a smart change of heart. If anything went wrong, he knew who would get the blame now.

Ordo got up and tilted his rappel rope before fastening it to his belt. "I'll get in position," he said. "And I'm switching to the general comlink channel. We go in at 1915, Darman counts us down, and Orlin's men kill all the lights, okay?"

Dovel's communicator chirped. He answered it and adopted that middle-distance stare that people had when they were trying to concentrate on something that they weren't expecting to hear.

"It's Nordin-Ar," he said. "He's asking for buckets, food, and water."

"Ah, the power of the need for a 'fresher,'" said Orlin. "Looks like our hard men are starving."

"Even people who plan to kill engage in displacement activity," said Skrata. "I'll take the stuff in for you."

"I think I should be doing that, Sergeant," said Ordo.

"Yeah, like they'd succumb to your natural charm," Skrata began checking the pockets in his rumpled jacket. He extracted something that looked like a hearing enhancer—no, it was a hearing enhancer. Fi had always doubted that Skrata's hearing was perfect, and now he knew. "Attn, can you pick up my enhancer's signal? I hate this thing. But it does come in handy."

"It'll do," said Atin, stabbing his finger into a small receiver in his palm. "Are you really deaf?"

"A bit deaf. Just like you'd be if you hung around live-fire ranges without a helmet for too long."

"With respect, you'll just add another complication," said Ordo.

Skrata slipped his cut without looking up. "If you mean that my boys will have to worry about shooting me by accident, then it's simple. They won't worry about it. Acceptable losses."

There was a complete silence in all their helmet comlinks for a telling and brief moment; no breath, no swallowing, no tick of the lips. Fi had a sudden mental image so awful that he didn't want to deal with it, not then.

Now it was all down to a well-rehearsed procedure. The charges would detonate, and they would lob in a few flashbangs so close together that it would feel like the same split second and plunge into reactions so automatic that they wouldn't pause to think what to do next or even know how much time had elapsed.

It was drilled deep, unthinking second nature. Fi longed for the moment instinct and training took him over again.

"I'll give you as many clues as I can, so listen hard," said Skrata. He fogged with the enhancer, making the same irritated clicks that Niner had. "And if I'm in the way when you come in, it's too bad, okay? You drop 'em all, straight through me if need be."

"Will do, Sarge," said Fi, and knew he would never do anything of the kind.

Galactic City terminal, 1955.

The doors parted, Fi, standing well back, stared down the scope of the Deeco, not planning to take a shot but ready anyway. Skrata walked forward a few steps.

"Grilled food board," he said, arms held away from his sides, a picture of subservience. "And...uhm...facilities."

Fi could see past him into the enclosed corridor. The hostages were still split into two groups. One of the targets stepped up to Skrata and placed the muzzle of his blaster against his forehead. Green Man, Fi thought, and made a mental note of the target's gait. It was a clean shot he couldn't take but not right then. The sound signal was fuzzy but audible enough.

"Put the buckets down and back off."

Skrata—short, wiry, forgettable, dragging his left leg—looked like a janitor. Fi knew Green wouldn't see what was really there.

"What about the old couple?" said Skrata. "Don't you think they've had enough? Why not let 'em go? Take me instead."

Go on. Go on, let him in...

Green paused and then gestured Skrata inside with the blaster. "You can keep them company," he said. "You're too altruistic for a delivery boy. We better search you."

The doors closed. "Stand by," said Niner.

They took up positions on either side of the doors. Fi and Niner to the left, Atin and Darman to the right. They could hear Skrata's breathing—remarkably controlled under the circumstances—and the occasional rustle of fabric. They were searching him. The enhancer didn't seem to get their attention; the device was too obvious.

"You okay, missus?" said Skrata's voice. There was a mumbled reply, probably from the elderly Garol woman. "Lie down. You'll feel better."

"Shut up," said a voice, a new one. *Too Man*, thought Fi. He'd know that voice the next time he heard it. You'll get yours. Nothing personal, just business.

They heard Skrata and the targets again. Fi paused. Every word counted; Skrata was probably raking death or at least a smack in the mouth with a blaster butt to speak at all.

"Here, son, let me have a look at that chrono...wow, that must have cost you something...What kind of business you in, then? Where you from? Mayo, eh? What's your name?"

"Quiet."

"Mayo. Never been there...you're N'zael Mr, eh?"

"Shut up," *Too Man* again.

"Okay, keep your hair on. I'll just sit here with Joz and Ora...you okay, sweet-heart? Don't worry..."

"Shut up." *Thwack.*

There were indistinct sounds of fabric rustling and occasional breathy sobs in different voices. Fi tried not to think what the *thwack* was. But at least they had a name for the last hostage. It might matter.

He closed his eyes for a second and visualized the layout. Skrata probably had three hostages right next to him then. That left Sergeant Tili's position unaccounted for as well as his aide. But it was better than nothing.

"Why was he repeating Mayo?" asked Darman. "Where's Mayo?"

Niner's voice filed his skull. "It's Corporate Sector. Ordo, you ready?"

Fi took a deep breath. He activated his helmet spot lamp and checked the chrono on his forearm plate. When the doors blew and Niner lobbed in the flashbang—bright and loud enough to stun most species for several vital seconds—he would swing 270 degrees to his left, stop in, and aim, ready to take down the first recognizable target he saw. He'd done it time after time.

"Roof team ready," said Ordo. "Djerman?"

"Ready." Darman raised his gloved fist. "In three. Two. Go."

Boom.

Light exploded out of the shattered doors and Fi ran into it. Deeco raised. Time slowed into a sequence of freeze frames. A man in a green tunic, stunned, squinting against the helmet spot lamp, shouting "No!" in a voice Fi had memorized as target, struggled to raise his blaster, and Fi put a single bolt through his chest. Spot-lamp beams crisscrossed the room. Debris rained down from the ceiling as Ordo crashed down a couple of meters from Fi. Atin dropped Gray with two shots.

A second of utter silence. Then someone in dark brown got up from the floor and Darman and Niner both fired at once.

"Everyone down! Down!" Ordo had his rifle trained on a group of hostages. "Stay still! Republic forces!" And Darman was shouting, "Where's Tan? Where's Tan?"

Fi's lamp swept the wall to his left, and he saw a light tan shape with Skrata half across it, transfixed by the beam, yelling, "No, Fi No!" Fi felt his finger compress the trigger without any intervention from his conscious mind, and time slowed down a hundredfold.

"Fi no!" Skrata had flung himself across the tan-coated figure. "Hostage, Fi hold fire!"


Fi's finger eased back. The silence was sudden and total again, punctuated only by the patter of ceiling panels still falling in chunks on the tiled floor.

I nearly killed him. I nearly killed Skrata.

Ordo, standing over the hostages, suddenly fired his Deeco into one of them and yelled at them to stay still. The emergency lighting came on again. Six civilians were frozen in terror.

"Fierfek," said Atin. "I thought he'd shot a hostage for a second."

"Get ordinance disposal in here before these people start going hysterical," said Ordo. "And get the Senator clear first."



There was a man in an expensive suit crumpled on the floor between the other hostages with a blaster beside him.

"He had a weapon," said Ordo. "It's something of a giveaway. Must have swapped coats with our businessmen."

Now that all the targets were down, Fi could think only of Skirata's horrified expression in his spot lamp beam. He fought down an impulse to tell him he was sorry. The old warrior was kneeling in front of the stunned hostages, now making reassuringly cheery comments that everything was going to be fine as long as they kept very still just a little longer. They were rigged to explosives and a dead terrorist was still smoking gently in their midst. And yet they kept still, and they kept quiet. People generally did what Skirata told them.

He glanced up at Fi. "Well, not exactly textbook. But dead's dead."

Explosives disposal officers moved in to check the backpacks and the squad moved out. Fi looked at his chrono: The assault had taken less than 30 seconds.

He could feel the adrenaline ebbing while his body—which didn't care how trained he was—tackled the aftermath of the massive surge of hormone. His breath rasped hard in his ears as he sat down on a baggage repulsor.

"All clear." The explosives officer came out of the wrecked hallway with an open backpack that rattled as he walked. "And I mean really clear. Those packs are just full of used comlink parts. Nasty bluff."

Skirata wandered over to Fi and sat down beside him. "We don't like practical jokes like that, do we, lad?" he said. He motioned him to take his helmet off. "Serves the stupid bunch of off-putt right."

Obrim stood at the blast-shattered doors, looking bewildered. "Is that it?" he said. "We prate around for more than three hours, and you clear the room in 60 seconds?"

"Twenty," said Fi automatically.

It all looked easy from the outside. It probably would have looked great to the holocams. Fi could see only that he had come within an ace of doing what he never believed he could. If Skirata hadn't identified the man as a hostage, Fi would have killed both of them with a single round.

Sergeant Kal's nearly a father to us. How could I?

He took off his helmet and wiped his palm across his forehead, still unable to shake Skirata's image from his mind.

"You really would have choked me, wouldn't you?" said the old sergeant harshly.

"Sarge, I'm sorry. I—"

"No, you're a good lad." He still seemed able to read Fi's every thought, just as he had in training. "You only did what I taught you to do. What did I say?"

Fi swallowed. "Priority is to drop the bad guys, Sarge."

"Good. I'm proud of you. Sentimentality gets you killed." He tapped Fi's cheek a few times with the flat of his hand. "And maybe over there is luckier than he'll ever know as are we all. They made him change clothes with them for a good reason, I reckon. He's CorSec."

The businessman, N'zani Nir, was still standing by the wall, examining the scruffy tan jacket and pants as if appalled to find himself in such tatty clothing. He should have been redecked for a routine checkup by now, but whatever he had, said had ensured he was still there and waiting. He walked up to Obrim.

"I need to leave right now."

"You really should have that check-up, sir."

"But I have an important meeting. I'm a member of CorSec's Drex, and it's imperative that I attend."

"Just as well you're in one piece then," said Skirata. "I don't think your government colleagues would have found it amusing if we'd crashed in and shot you by mistake. Especially when the explosives were dummies."

Nir seemed to have forgotten his terror of a few minutes earlier. "No, they would not. We hope to stay out of your disputes with the Separatists. Can I have my suit back now? And who's paying for the damage?"

Fi thought a thank you might have been a nice touch, but he realized he had missed something in the exchange that had made Obrim and Skirata just stare at each other.

Nirer walked over to them, followed by Ordo. Neither looked as if anything left them trembling. "What have I missed?"

"It wasn't the Senator," said Obrim. "He wasn't the key hostage. He was a lure to get us to storm in and kill the real trump card they were holding."

"You want to explain all that, Sarge?"

Skirata raked stubby fingers through his hair. "The Corporate Sector Authority is neutral and the Drex Board is its governing body. They've got serious money and armaments, so you don't want to upset them. So if Fi had shot a Drex member, the political fall-out would have been enormous—CorSec might have decided to take sides and throw their money and guns behind the Separatists. Want me to go on?"

"Fierfek," said Fi. But it still didn't feel as close a call as nearly killing Skirata. "That's a new one for the training manual."

"You said it. Heavy-handed Republic overreacts, storms in and kills top CorSec man. Nice stunt, whoever they are."

Obrim shrugged. "Well, you can sleep soundly tonight in the knowledge that you've given Rugeyan a timely public relations coup. Just a shame it wasn't live on RHN...."

He traded off. Ordo had taken off his helmet. For some reason, Fi wasn't expecting the ARC to look like them but of course he did. He looked Fi straight in the eye, but it wasn't like looking in a mirror at all, although it was a striking enough resemblance to reduce Obrim to silence.

"We're not supposed to be in the public eye," said Ordo. "But it doesn't do the Republic's citizens any harm to know what we do." He was staring intently at Fi. "And you, brother, are very mouthy, very annoying, and stupidly brave. I forgive you for the crack about the kama. This time, anyway."

Fi didn't feel brave, not right then. He also wondered if smothering the bomb had been any more courageous than Master Kalm's actions. It was pure training, a split-second's decision exactly like Demmy's or Alin's—or Ordo's.

And it was another thing that Kal Skirata had taught him to do. He remembered that now.

HoloNews Update, 1930: The siege of Galactic City spaceport has ended with the rescue of Senator Meena Tills and all the remaining hostages. Commander Jacee stormed a hut in the terminal building and shot dead four terrorists from a group opposed to Republic influence on Maraan Kal. We now have our child come back on line, and we're going live to the scene—

Rugeyan was as smug as Obrim had predicted. He came back into the terminal hall trailed by journalists and a cloud of fresh hovercams oozing satisfaction. Obrim stopped them and took him aside, walking him to the knot of commandos and police that was waiting beside the shattered doors.

"Before you strike up the band, you ought to know the explosives were a hoax," said the commander.

Fi watched absolutely nothing cross Rugeyan's face.

"So?"

"Looks like a stunt to get us to go in mob-handed and shoot a member of the CorSec-Drex Board, and that has nothing to do with the Senator. We can't be sure who's behind it, so let's think about this before we start crowing."

Rugeyan maintained his blank expression in silence for a few seconds. Then a practiced smile snapped instantly into place. "Commander, those thugs held innocent people and murdered a Jedi Master whose sole concern was the welfare of the hostages. The Senate does not tolerate terrorism. We deal with it robustly, and we have shown billions of viewers tonight just what swells anyone who wants to test our resolve." His smile disappeared like a light going out. "The rest is detail, and that needn't trouble our vigilant media."

He gathered up his smile again and walked back to where the media were waiting.

"Will he remember all that for the cams?" asked Fi.

"He probably talks like that in his sleep," said Obrim. "Anyway, I just want to get home. Unless you boys would like a drink."

Skirata smiled uncomfortably. "We're always on duty, Commander, so we don't get to have a drink. But thanks. You go on home."

Fi couldn't find a joke that would help him right then. He was grateful for the privacy of his helmet.

I really would have fired.

Darman elbowed him in the back, more a playful gesture than one of annoyance. "We missed dinner," he said. "Maybe you can talk the cooks into fixing us something when we get back."

Ordo was listening to his private link, head down. It was a giveaway gesture with ARCs. Fi thought, "CSF transport's here to take us back to barracks," he said, straightening up. "You're shipping out on a new deployment at 0600 tomorrow, Omega."

Skirata jerked his head round for a second, dismay unguarded, and then gave them a smile that didn't quite conceal his anxiety.

"You make sure you get them a decent meal first, Captain." He jabbed a finger in their direction, then appeared to yield to some private thought and gave them all a slap on the back. "No damaging government property, okay? And we'll have that drink one day soon, I promise you."

He winked and pulled up his collar, limping into the crowds outside in the dot of noon and vehicle lights that was Galactic City, and changing before their eyes from time-served commando to anonymous old man as surely as any Gurlann could shift shape.

"I've never had a proper alcoholic drink," said Alin. "Or a free bowl of warra nuts."

"Well, if they're free, that's worth staying alive for," said Fi, and they snapped their helmets back into place to become the Republic's ultimate, faceless deterrent once again.

By Steve Sansweet

When a Collector Makes His "Own" Collectibles

IF ROBES MAKE THE JEDI, WHO MAKES THE ROBES?

What really turns on a collector? Probably at the top of most lists would be finding your "holy grail," whether it's something inexpensive such as the last card needed to complete a recent Topps Star Wars set or a much pricier prototype that you've dreamed of owning for a decade.

But what about having the chance to help create a collectible? How many times have you said, "Why don't they make...." Or "It would have been a lot better if only...."

For me, that chance rolls around every three years when I become one of several decision makers in choosing souvenir merchandise for Star Wars Celebration, which this year runs from April 21 to 24 at the Indiana Convention Center in Indianapolis. And probably the most fun is in helping to choose the special Celebration action figure. Three years ago, it was Jorg Saut (blame me for the name), which was George Lucas in a Rebel pilot's outfit with an appropriate "biography" on the card back. I wrote the first draft of the bio...and I think there were a few words of mine left after the deft rewrite by Lucas Licensing President Howard Roffman!

Saut was a huge hit, selling out quickly. How were we going to top that? We started planning a year in advance with the Hasbro Star Wars team. Involved on the Lucasfilm side were Roffman; Derek Stothard, director of toys; his number two, Darren Phillipson; and me. We came up with all sorts of ideas. Do we do another Lucas figure but as a Jedi or even Vader? How about Producer Rick McCallum? One wag even suggested a Steve Sansweet figure, and after all agreed that it would be the perfect way to stop the buying frenzy and make sure that we had plenty left over, we quickly moved on.

Then Hasbro suggested having a figure with a quality voice-chip, light-years beyond CommTech. One idea was C-3PO since the fussbudget protocol droid had so many great lines in the movies, drolly delivered by Anthony Daniels. But as production proceeded on both Episode III and on the toy line, it became abundantly clear that the focus would be on none other than Darth Vader. Could we possibly get James Earl Jones to record special lines for a really special figure? We could, and we did...along with a very special stand and packaging for the figure. And there's still time to hop on over to Indy to pick one up. Just go to starwarscelebration.com for all that you need to know! ☺



I bought what seems to be a program from 1977 with Darth Vader on the cover and some photos and bios on the inside. What is this, and when was it given out? I also have Parts 1 and 2 of a two-part Star Wars movie comic book from the 1970s. Just for the heck of it, how much are they worth?

—Andrew LaPlante, Granby, CT

Given out? As in, for free? I don't think so! This was an authorized 20-page program booklet sold in movie theaters for \$1.50 in the waning days of the practice. Big, expensive movies—those with intermissions—used to have hard-cover program books sold in the lobbies. The soft-cover Star Wars souvenir booklet was published by George Fenmore Associates Today. In mint condition, it usually fetches from \$25 to \$40. The two

oversized Marvel Special Editions each reprinted in larger scale three of the six monthly issues that recounted the movie in blocks of art and text. There are two different editions: one has the name "Whitman" in the price block on the cover. There is also a #3, which reprints all six issues. The first two originally cost \$1 each, and the third cost \$2.50. I wish I could tell you that they have soared in price. They most definitely have not. While there's a rare sale every now and then above \$20, they are mostly in the \$3 to \$6 range because so many were printed.

I recently purchased a set of Celebration II passes, complete with the metal lunchbox, disposable camera, and lanyard. There were 13 passes in the set I received. The person I bought it from on eBay left his original receipt in the lunchbox, and on this receipt it says that there are 14 passes. How many passes are there for Celebration II, and can you list them all?

—Pierre Meunier Kitchener, Ontario, Canada

There seems to be some sort of badge inflation going on here. There were 10 different ones for **Celebration I**, and I'm sorry to say 14 for **Celebration II**. But there are 16 for **Celebration III**! These also will be available for purchase at the show as a set, to be home-delivered after **Celebration** is over. The badges at **Celebration II** were: Licensee: Mace Windu; Associate: Clone Trooper; Exhibitor: C-3PO; VIP Guest: Yoda; Staff: Zam Wesell; Press: Count Dooku; Three-Day Adult & Child (different color type): Anakin Skywalker; Friday Adult & Child: Obi-Wan Kenobi; Saturday Adult & Child: Jango Fett; Sunday Adult & Child: Padmé Amidala.



I recently bought a board game that had a pamphlet inside on other board games. One of them was called Star Wars: The Queen's Gambit, made by a company called Avalon Hill. I've been looking for it for quite some time in stores and on the Internet, all to no avail. Can you help me find this game or suggest where else to look?
—Ben Sack, Huber Heights, OH

The Queen's Gambit came out in 2000 from Avalon Hill, a unit of Hasbro. It is a very highly rated and well-reviewed table-top strategy game.



It re-creates the famous film editing style of George Lucas, where three or four different action scenes happening at the same time are intercut to bring the movie to a climax, in this case Episode I: The Phantom Menace. You actually put together a three-level Theed Palace; on one side are the swamps of Naboo; on the other is outer space. And off to the side, Darth Maul battles the Jedi. There are 155 character and creature pieces, reference charts, cards, dice, and much more. The game is no longer being produced, but I found a new one in stock at

funagain.com for a discounted \$39.95.

If they're out, do this Google search: "The Queen's Gambit" "Star Wars"; the quotation marks are important. The games occasionally show up on eBay in used condition.





I've seen many people at fan conventions dressed up as their favorite Star Wars characters. I've wanted to dress as a Jedi but have been unable to find any patterns, although I've seen some that came close. Has Lucasfilm ever thought about licensing such patterns?
—Gregory Titus, Texarkana, TX

Not only thought about it but done it. Strangely enough, there don't seem to be any full-length brown Jedi capes in the mix of patterns, although there are many nonbranded costume patterns that look very much like Jedi capes. And Rubies Costumes has some great adult-sized deluxe Jedi capes that should serve you well, young Padawan.



I have an ARC Trooper figure that is missing his accessories. Where can I find one dirt cheap because this Mandalorian is low on credits. P.S. If you don't tell me, there will be a bounty on your head, dead or alive!
—Dillon Mansel, Walls, MS

Hah hah. Um, Dillon, am I the first to tell you that it's easier to get some-

thing that you want by being polite rather than turning to the dark side? Or do you extort an allowance from your folks this way? If you don't want to pay discount store prices for a new figure, then perhaps you should go dumpster diving. You never know what you might find down some smelly ol' garbage chute.

Please send your questions and comments about collectibles to: *Scouting the Galaxy*, P.O. Box 2698, Petaluma, CA 94953-2698. Or you may e-mail them to scouting@insidethestarwars.com, making sure to put your hometown in the e-mail along with your full name. Letters won't be answered without both your name and city. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense, and length.

PICK OF THE LITTER

I just had to write and share my excitement with you because after almost a year of searching, digging, and bidding (not to mention using a lot of gas—and patience), I have finally achieved my insane goal of obtaining one of every Star Wars figure made since the line was relaunched in 1995. Seeing your collection in one of my magazines gave me the inspiration to get back into collecting these figures and “fill in the gaps.” I figured (no pun intended) that if you can have the drive, patience, and passion to complete your collection, then so can I. So thank you for giving me the nudge I needed to achieve what I thought would be impossible. Also, if there is anyone else out there who is starting to collect these wonderful toys or if you just need a few figures to complete your collection, I highly recommend eBay. I have purchased over 75 figures from many different sellers, and more than 95 percent of them have arrived in flawless condition. I just wanted to share the excitement of my achievement in this wonderful hobby of ours, and may it never end!

—James Woodson, Anderson, SC

Thanks for sharing, James. Your enthusiasm just jumps off the page, even if you used nearly the entire word emphasis allotment for this column. There is nothing like the satisfaction of completing a collection of something, no matter what it is. And, like you, I have had many positive experiences with eBay sellers since I first registered there nearly seven years ago. We do have a great hobby, and I expect to see it continue far into the future.

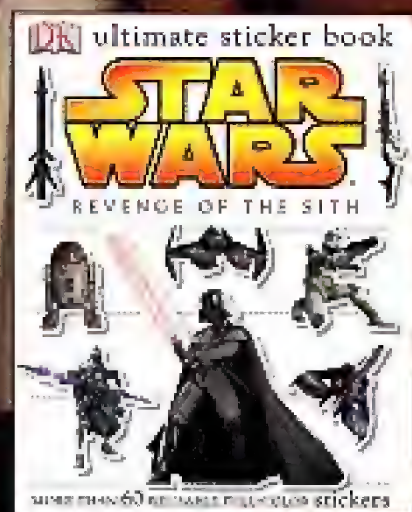
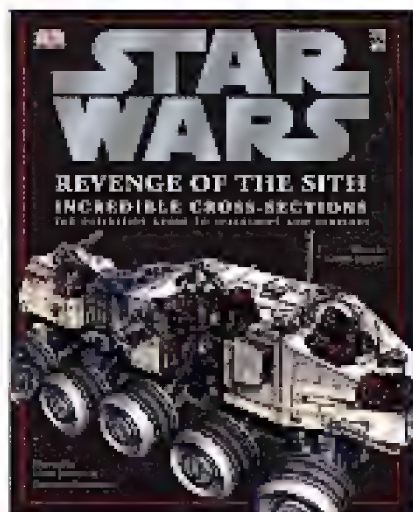
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We know where he keeps his collectibles. We have top men working on it.

You will buy these BOOKS.

(This is not a Jedi mind trick.)



DK's fan favorite reference books are back for Episode III. Full-color photos. Meticulous technical illustrations. Background profiles on your favorite characters, creatures and vehicles. All straight from the Lucasfilm Archives. The end of the trilogy is just the beginning.





April 2, 2005 Brings The Force of a Lifetime!

The Force is coming in a big way to a retailer near you on April 2 when Hasbro's new Episode III *Revenge of the Sith* hits store shelves. "We wanted to bring this final chapter in the epic *Star Wars* saga to life for fans of all ages. This is the last *Star Wars* movie and also the most important one as we find out how Darth Vader comes to life. In celebrating this monumental event, we developed the best toy line ever created and you'll see Darth Vader is a key part of our line," says Randy Shoemaker from Hasbro's *Star Wars* marketing team.

The following is just a sample of what you can look forward to in the next few weeks. To find out what else you can expect on April 2 and throughout the year, visit starwars.hasbro.com for the latest toy information.

Action Figure System

"The 3-inch action-figure system was born with the first *Star Wars* movie in 1977 and has been the cornerstone of the *Star Wars* toy line ever since. To celebrate the final movie in the *Star Wars* saga, we are offering the best line of action figures, playsets, and vehicles to allow you to bring *Revenge of the Sith* to life" says Shoemaker.

Action Figures



Vehicles



Obi-Wan on Boga

Obi-Wan hops on the back of Boga on the sink-hole planet of Utapau in search of General Grievous, the evil commander of the droid armies.



Obi-Wan and Anakin's Jedi Starfighters

Jedi starfighters feature firing blaster cannons, retractable landing gear, and wings that spring open.



ARC-170 Fighter

This well-armed fighter is an aggressive vehicle against the Separatist forces, featuring blaster cannons, proton torpedoes, and more.



Action Figure Playsets



BATTLE ARENA PLAYSET

Knock out your opponent with lightsaber action when you slide and turn the levers—connect up to four arenas!

MUSTAFA R. PLAYSEI

Re-create the first climactic confrontation between Anakin and Obi-Wan while dodging volcanic blasts and overcoming dangerous obstacles!

Action Play

"Everyone wants to be a Jedi or a Sith. We offer *Star Wars* fans of all ages the tools to become General Grievous, Anakin, Yoda, and more. The choice between the dark side and the light side of the Force is up to you!" says Shoemaker.



REVENGE OF THE 5TH
ELECTRONIC LIGHTSABERS

These new electronic lightsabers offer signature features for key Jedi, such as Yoda's training mode lightsaber with talking phrases.



REVENGE OF THE SIX GLASTERS

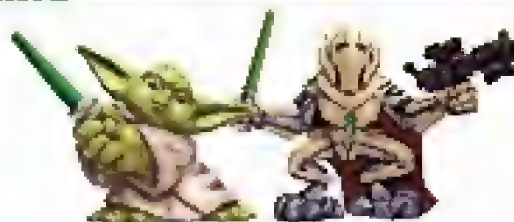
Clone trooper electronic blasters feature barrel lights and blaster sounds. Chewbacca's Bowcaster with foam dart ammunition is also available.

And for Younger Fans



STAR WARS FORCE BATTLEERS

Armed with cool galactic gear and awesome weapons, these powerful heroes and dark villains battle across the galaxy.



STAR WARS GALACTIC HEROES

Cute and colorful versions of favorite Star Wars characters are just perfect for the littlest Star Wars fans.

DARIN TAHER

Mr. Potato Head has gone over to the dark side of the Force! Kids can have all kinds of mix-and-match Mr. Potato Head fun with lots of silly parts, including lightsaber, cape, helmet, shoes, eyes, nose, teeth, and more. Best part is, it's available now! — starwars.hasbro.com

FROM TALKING TO SEE US

It is a very common mistake to compare a 100-year-old house to a 10-year-old house. While there may be similarities, the differences are often more significant than the similarities. The following are some of the key differences between old and new houses:

In February 2004, the Media Team met with the Council to learn how it could share its information with the public. Out of the meeting, the following topics for the release of information to the lay public were identified by the Council as being of interest to the public: the work of the Council, the Council's vision and mission, the Council's policies and procedures, and the Council's financial information. The Council also agreed to the following: the Council will develop a public information strategy, the Council will develop a public information policy, the Council will develop a public information plan, the Council will develop a public information budget, and the Council will develop a public information report.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Read these words of Martin Luther King Jr. as he was writing his last letter on the sands of New Orleans' South Lake to his wife Coretta Scott King from the back of his prison cell, awaiting his execution on the line (if you don't know how to use the online text of King's letters, scroll down below):

1. *Staphylococcus aureus* (Staph aureus)
 2. *Staphylococcus epidermidis* (Staph epidermidis)
 3. *Staphylococcus saprophyticus* (Staph saprophyticus)
 4. *Staphylococcus carnosus* (Staph carnosus)
 5. *Staphylococcus sciuri* (Staph sciuri)
 6. *Staphylococcus hyicus* (Staph hyicus)
 7. *Staphylococcus pasteuri* (Staph pasteuri)
 8. *Staphylococcus saprophylus* (Staph saprophylus)
 9. *Staphylococcus albus* (Staph albus)
 10. *Staphylococcus aureus* (Staph aureus)

As the 1990s began, however, the new role of the UN in the Balkans is becoming clearer. The UN is not a peace-keeping force. Along the Balkans war is continuing, and violence is increasing in Bosnia, where NATO is leading the fight and the UN is doing little. For the time being, the UN will be playing a lead role in dealing with the problems around the world in the 1990s. The UN is an April 4

THE UNIVERSITY OF CHICAGO





Prepare Yourself, Young Jedi... The Sith Want Revenge

Shortly after the clock strikes midnight on May 19, thousands of fans from around the country will sit nestled in their seats, hearts racing, as the text crawl for *Revenge of the Sith* begins its vertical journey up the screen. But for those who can't wait to see Jedi in action at the local cinema, fortunately there's the *Star Wars: Episode III* video game.

THE SITH ARE COMING

Due for release on May 5—a full two weeks before the film's premiere—this third-person action/adventure extravaganza lets gamers experience the excitement of the movie's most thrilling battle scenes and then some. "The focus of our game is to interactively tell the core story of Anakin and Obi-Wan," says Associate Producer Justin Lambros. "Within that context, we will also expand and go beyond the film experience." To that end, the fast-paced single-player mode comes complete with 16 missions fashioned around the incredible battles and on the most fantastic worlds, such as Utapau and Mustafar, featured in the upcoming film. There is even a special 17th mission, which provides a "what if" alternate ending that is exclusive to the game.

Would-be Jedi begin playing as either Anakin or Obi-Wan, and then when the story line diverges, the two characters have their own missions to complete. Throughout the course of the adventure, gamers face off against hordes of enemies straight from the film, including battle droids, Neimoidian guards, and other Jedi, and also must engage in one-on-one, multi-round duels against heavy-hitting boss characters like Count Dooku and General Grievous.

To vanquish these cunning enemies, players have to use Force powers, lightsaber combo attacks, and defensive maneuvers. Furthermore, the *Episode III* game utilizes a skill meter associated with the combat system that increases as players attack. As the meter continues to grow,

you're rewarded with more experience points, which can be used between missions to unlock more spectacular attacks and improve your Force powers. "Episode III contains some of the most intense lightsaber battles ever seen in a *Star Wars* film, and we really want to capture that intensity within the game," explains Lambros.

To help accentuate that point, LucasArts and developer The Collective (of *Indiana Jones* and the Emperor's Tomb fame) worked closely on the project with famed stunt coordinator Nick Gillard. In addition to providing valuable input, Gillard even helped devise new stunts exclusively for the game. If that isn't enough, LucasArts is taking its Lucasfilm alliance a step further by incorporating actual movie footage into the game's cut-scenes as well as using authentic sound effects created and mixed by Skywalker Sound.

RELEASE YOUR ANGER

To supplement the story-driven missions, the *Episode III* video game also includes 10 bonus missions, which can be played by one or two players. "You'll fight through a number of scenarios as different characters from the film," says Lambros. "For example, one mission enables gamers to play as General Grievous' bodyguards and fend off as many clone troopers as possible, while another features Anakin running through Mustafar, jumping from platform to platform."

Another multiplayer component, Versus Duel mode, lets players battle against each other—Jedi style, using lightsabers and Force powers—in a best two-out-of-three contest. To sweeten the pot even more, gamers can use boss characters they've defeated in the single-player mode, making for some truly radical combat.

NOW I AM THE MASTER

When *Insider* was treated to a hands-on demo in late February—two months before its release date—the game looked very impressive and

PLUG-AND-PLAY JEDI ACTION

Episode III delivers jaw-dropping action, and you don't want to get a taste of it without the right tools. Enter the *Star Wars: Episode III* game, which lets you experience the most intense lightsaber battles ever seen in a *Star Wars* film, and we really want to capture that intensity within the game.

To play the game, you'll need a PC or console. The game is available on PC, Xbox 360, and PlayStation 3. It's also available on the Wii, but only in the form of a downloadable game. The game is available on the Wii, but only in the form of a downloadable game.

The game is available on the Wii, but only in the form of a downloadable game. The game is available on the Wii, but only in the form of a downloadable game. The game is available on the Wii, but only in the form of a downloadable game.



played even more impressively. Overall, the characters closely resembled their real-life counterparts and moved with exceptional fluidity and grace; the backgrounds were jam-packed with the right amount of *Star Wars* ambience; and the action was intense. If we can be so bold as to use a tried and true cliché: The Force is strong with this one.—Brett Rector



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ATTACK OF THE CLONES



ACROSS

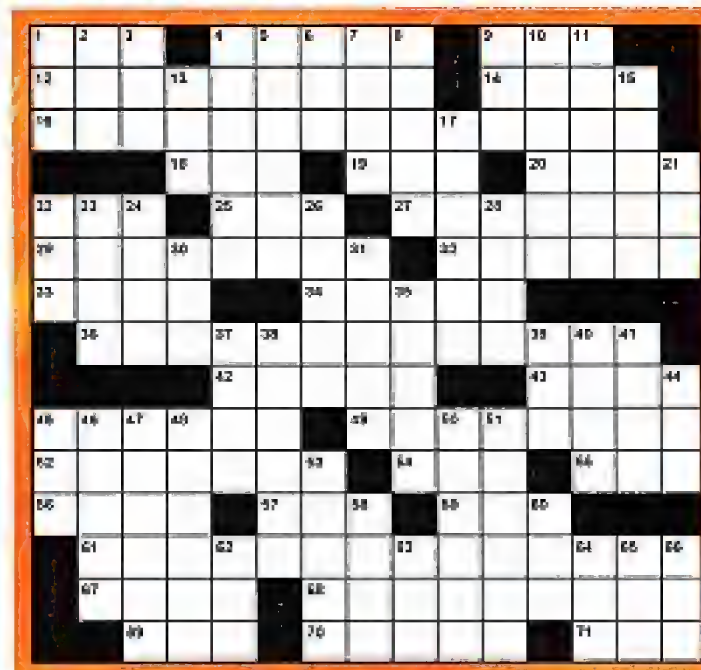
- 1 Rum ____ Tugger of Cats
- 4 Hit-tapping term
- 7 Lt. Yar of *Star Trek: The Next Generation*
- 12 How a boomerang travels
- 14 Clear blossoms from
- 16 Bell Organa's homeworld
- 17 Where Anakin built Threepio
- 18 Test a script
- 19 "____ interrupting anything?" (Lando to Leia)
- 21 Boiling results
- 22 Abolitionist before "principal"
- 23 Greedo's hanzo
- 27 Absorb
- 28 Seafort's love
- 29 Moll's Runky
- 32 The Millennium Falcon made it in 12 perfects
- 37 ____ of *Description* (80 Across book)
- 38 Awareness words
- 39 Tip-top shape
- 40 Wookiee of note
- 43 Leader of the Gungans
- 45 Attention-getting sound
- 46 The World of ____ Weary (Anthony Daniels TV show)
- 47 Smuggler's family
- 51 A quarter of Harrison Ford in Adam Sandler's "The Chetukuh Song"
- 54 Christopher Lee is Count ____
- 55 Right-angled extensions
- 56 ____ stick (weapon of Sand People)
- 57 Lendseepers
- 60 He was lost in the Great Pit of Carkoon (or not)
- 63 Afa Rameo Spider ____
- 64 Do what Laurent Bouzereau did to the *Star Wars* screenplays
- 65 Malcolm ____ who played Chief Chirpa in *Return of the Jedi*
- 66 Police ____ (1955 Christopher Lee animal pic)
- 67 Royal Guards' armor color

DOWN

- 1 Anidala's was of Sennovsk beads
- 2 "Not ____ you can alter time, speed up the harvest, or teleport me off this rock!" (Qui-Gon)

- 3 Like Leia toward Han throughout most of *Star Wars*
- 4 Scratch
- 5 Possibly skinned reptiles in the Han Solo trilogy
- 6 Philadelphia quarterback Donovan ____
- 7 New Zealand-born boxer David ____
- 8 Sim ____ (Mass computer game)
- 9 Like Han Solo in his own mind
- 10 Seventeen-syllable poem
- 11 Hookey's Jason ____
- 13 ____ Kelly (2003 Heath Ledger film)
- 15 Myogajaken
- 17 Ten percent church donations
- 20 Corvette Summer star
- 23 Harrison Ford's Hollywood homicide role
- 24 Loan number
- 25 Mel Gibson's family name in *Signs*
- 26 "Small" suffix
- 27 Spit out
- 29 Premium film network
- 30 Cheer
- 31 It seeps
- 33 ____ tart (molasses treat)
- 34 *Star Wars* comic writer ____ Marx
- 35 "____ Paloma Blanca"
- 36 Clash of the Light sabers game designer Craig Van ____
- 38 Hatches
- 41 Where Obi-Wan and Anakin duelled Zam Wesell
- 42 Tune type
- 43 Role for Alec Guinness
- 44 "Never tell me the ____!" (Han)
- 47 Get lost
- 48 Quarterback ____ Smith
- 49 Out
- 50 "That's funny, the damage doesn't look ____ from out here" (C-3PO)
- 51 Aladdin bad guy
- 52 Like Threepio
- 53 "...half ____, scruffy-looking nerf herder" (Leia to Han)
- 54 SeaQuest ____
- 56 Crook's rod
- 58 Prefix meaning "environmental"
- 59 Orca's prairie Kybo ____
- 61 ____ acronym (never)
- 62 English, mostly

LUCAS FILMS



ACROSS

- 1 A new action figure comes with a snapping one
- 4 "I ____ a committed!" (Leia)
- 9 1900 & Is Rome
- 12 George Lucas was an executive 49 Across on this Akira Kurosawa film...
- 14 Screws up
- 16 ...and this dinosaur cartoon. The ____
- 18 Big ____ California
- 19 Hot springs
- 20 Legal action
- 22 U.S. bureau that monitors pollution
- 25 Ordinary, in brief
- 27 Like Chewie's fur
- 29 ...and this Kathleen Turner portrayer...
- 32 ...and this bit of a cow pioneer...
- 33 Old oil company
- 34 It follows die
- 36 ...and this quackledup comedy...
- 42 Have as a current payment date
- 43 Force lightning blast
- 45 ...and this Ron Howard fantasy...
- 49 See 12 Across
- 52 One side in WWII
- 54 Bothan career
- 55 Eggs
- 58 "Round and Round" rockers
- 57 Kanga's kiddie
- 59 Mental power
- 61 ...and this heroic cartoon about righteousness...
- 67 One in German
- 68 ...and this goblin-laden movie...
- 69 Cambodian leader Lon ____
- 70 High weather
- 71 It's mined at Cloud City

DOWN

- 1 Five on a phone
- 2 Roadside organization
- 3 TV superstation based in Chicago
- 4 Tusken Raider surprise
- 5 Death in Spanish
- 6 Acronym meaning "you don't have enough money"
- 7 Words of surprise
- 8 They cover fields

- 9 "I ____ your father once!" (Red Leader to Luke)
- 10 Movie analysis
- 11 First words of any episode title of Tony Shaloub's detective show
- 13 Asner and O'Neil
- 15 Bronson Pinchot in Beverly Hills Cop
- 17 Dark Day film Pevsner Don't ____ Dances
- 21 Andromeda character named for a Norse god
- 22 ____ Endocron (Mos Espa podracer)
- 23 ____ Spice (David Beckham's wife)
- 24 The Name of the Rose narrator
- 26 What the *Star Wars* Role Playing Game is based on
- 28 Felt regret
- 30 Word of pain
- 31 Add together
- 35 Beloveds in Paris
- 37 "Dumb as ____ of hammers"
- 38 Modify a droid, maybe
- 39 Dog from the end of *Family Guy*
- 40 Unfringed bird thing on Foster's Home for Imaginary Friends
- 41 Commander Titus ____ (Dark Empire comic character)
- 44 "____ in it" (Marlene Dapts theme opener)
- 45 Coldest season in course listings
- 46 "I'd forgotten how much ____ space travel!" (C-3PO)
- 47 Subtly summer, as to a Wookiee in holochess
- 48 ...and this heart-felt drama about Neandertals
- 50 "____ the gales, that the righteous nation..." (Book of Isaiah)
- 51 Richard ____, who played Leland on *L.A. Law*
- 53 The Well of ____ (Raiders site)
- 58 Precious stone
- 60 "First episode" for short
- 62 Clone Wars collectible
- 63 British medal
- 64 Verb and
- 65 "Chuckie on the ____"
- 66 Noncommittal comments

Answers to these puzzles appear on page 80 of this issue.

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Episode III: Twilight of the Jedi

As most people schooled in *Star Wars* lore know, the Jedi Knights pay a terrible price for the Clone Wars. The ancient order does not survive the birth of the Empire, and their greatest warriors, scattered on many different fronts, are cut off from the Temple, forced into hiding, or worse.

Back in January, a stint of greenscreen photography was required to shoot the final on-screen moments of several Jedi extras, characters whose names are never spoken in the films. Nonetheless, these background Jedi have grown to become favorites among some *Star Wars* fans who read about their adventures in the Expanded Universe or those who craft new stories with their toy incarnations.

On the twilight plains of Saleucami, in the stretching shadows of monumental bulbous plantlife, Stass Allie rockets ahead of her clone trooper wingmen aboard a BARC speeder, a sleek speeder bike with a frame more robust than the slim models seen in *Return of the Jedi*. Visual Effects Supervisor John Knoll refers to a production painting of the planet, explaining the virtual environment that surrounds the Jedi.

For this brief shot, Stass Allie is played by Nina Fallon, production coordinator at ILM. This marks no less than the third performer to fill Stass Allie's tall boots (including Lily Nyamwasa and Tace Bayliss). If you factor in that Stass is essentially Adi Gallia recast, then that number



jumps up to four to account for Gin, who played Gallia in Episode I. It's nothing new. There are at least three Plo Koons, four Saesee Tiins, three Luminara Undulis, three Shaak Ts, and four Kit Fistas scattered throughout the prequel trilogy if you know where to look.

The speeder bike is a green-painted wooden placeholder, providing the correct ergonomic structure for Nina to adopt the attentive speeder biker position. Her directions are simple—she just needs to look around as she patrols the landscape. "There's a big battle on this planet, but it's over for now," describes Knoll. "So you're flying around still aware of potential trouble. Yeah, that's it."

Fallon follows orders, but her robes don't. Despite the presence of a wind machine, the gusts aren't big enough to billow out her cloak. They still drape over the end of the fake bike, something that wouldn't work in the reality of the universe. The stage crew brings in a much larger fan to properly blow out the robes. "It's a wonder





we don't see speeder bike pilots spitting out bugs," I point out to John, getting his take on the remarkably windshield-less universe our heroes and villains occupy.

"You have to figure there's a force field or something there to help them out," he says. "I remember saying that in Episode I, Anakin's head would have been ripped off by the 800 mile-per-hour winds in the Podrace. We tried to bring in bigger fans to blow at the cockpit, but it didn't work. Jake couldn't hear George when we were shooting it."

Though Allie was played by a reasonable facsimile, the next day, two Jedi and a senator showed up for filming, played by the real deal, Agen Kolar and Saesee Tiin required close-ups for their grim final moments, something that necessitated bringing in the real faces—In this case, Tux Akindoyeni as Kolar and Kenji Oates as Tiin.

A look at postproduction notes reveals that a workaround solution to Tiin's close-up was attempted—using existing footage of the character and digitally crinkling the eyes and mouth into a rather unpleasant scream. A low-res work-in-progress version of this resides in the animatic of the scene—looking all the world like a creepy *Clutch Cargo*-type animation. That vintage cartoon show used its heralded "vox-synth" process, where live action lips were superimposed onto static artwork.

That ultimately was not the way to go, so Kenji endured a lengthy makeup session for a shot that takes less than 30 seconds to occur. Lucas directed the IT-Support-Tech-turned-Jedi-Master by closely comparing what had been shot in Sydney during principal photography and what was required for the insert. "So, be sure to twist your body this way, swing the lightsaber back that way, and shout out as you go down. Don't be afraid to scream," he explains. Oates' fake alien teeth and the blurring action make a nuanced performance difficult, and he manages a few strangled "agh!"s and "gah!", if not an ear-piercing wail. Tux does the same, and both performers fall into crashmats during their takes, Kenji flopping sideways while Tux is more of a face-plant.

Less exhausting but no less meticulously planned is Matt Rowan's addition. The towering Australian performer is covered in latex, a fat suit and robes to transform into Orn Free Taa. The brawny Rowan has actually lost noticeable weight since principal photography, but it's not an insurmountable challenge since the majority of the Twi'lek Senator's girth was movie magic. His role? Standing in the background of a Senate landing platform shot. When pickup photography

in Shepperton reworked Mace Windu and Chancellor Palpatine's first meeting last fall, the over-the-shoulder action of the background senators needed a bit of reworking as well, so Rowan returned to fill out Free Taa once more.

In the weeks ending 2004, another candidate was jokingly suggested. "Rick should play him," said Lucas. "Of all the characters you could play, this should be the one." At the time, VFX Producer Janet Lewin was updating Lucas on the status of Orn Free Taa's makeup appliances since some of the pieces had gone missing.

"Why don't you look on eBay?" deadpanned Lucas. Of course, all the pieces were found for the shoot, so don't go bidding on any so-called authentic chins or tentacles.



WEBDOCS

BECOMING OBI-WAN

The casting of Sir Alec Guinness in the original *Star Wars* movie brought with it a weight and legitimacy that elevated the simple space romp into something greater. His performance as Obi-Wan Kenobi not only garnered an Academy Award nomination for Best Supporting Actor but gave such an abstract concept as the Force and its study a certain reality for an entire generation of filmmakers.

With the prequel trilogy, Ewan McGregor stepped in to fill the role of a younger Kenobi. In Episodes I through III, audiences have watched Obi-Wan mature from a fresh-faced Padawan learner to a seasoned general in the Clone Wars. With *Revenge of the Sith*, McGregor comes closest to the Kenobi that Guinness portrayed. In doing so, McGregor—a life-long *Star Wars* fan—completes his journey as the greatest Jedi Knight of the saga.

"The first criteria for casting Obi-Wan Kenobi was somebody who was complementary to Alec Guinness—not copy it but create an addition to that character. Because he is younger and in a completely different place, he's a very active Jedi, so we needed someone very physical, a fantastic actor, and who could pick up the mannerisms and the essence of the Alec Guinness performance." —George Lucas, writer/director

"The first movie I ever saw in the cinema was *Star Wars: Episode IV*. And I went to see it with my brother mainly because my uncle was in it. My mum's brother played Wedge [Denis Lawson] in Episodes IV, V, and VI. And we sat down just excited to see Uncle Denis." —Ewan McGregor, actor/Obi-Wan Kenobi



"His attempt to try to emulate a great actor he has an enormous amount of respect for is one thing. But what he's done in the process is bring the greatness of that character to himself and his own performance." —Rick McCallum, producer

"I think Ewan realized that he, on this particular set, was one of the older characters in the group and therefore was the big brother; he was the one sort of controlling the group in some cases because he had the most experience, which is very much in the nature of his character. But he would keep things lively and happy, and not let people get too dragged down by the day-to-day operations of the movie, which is what a big brother does." —George Lucas



CHAT EXCERPT



NICK GILLARD

The famed stunt coordinator took time out of his busy schedule last December to speak to *Hyperspace* members about his work on *Revenge of the Sith*.

Q. Help us settle the fan debate: Does Anakin go down swinging, or does he resign himself to defeat?

NG. He goes down like the biggest swinger in town.

Q. What has been the funniest experience thus far while working on *Revenge of the Sith*?

NG. I think it was C-3PO falling off the stage and George falling up the stairs.

Q. Will any limbs other than a head or a hand, for instance, be lopped off in this film?

NG. Legs come off, too. Regular Monty Python-type action.

Q. During one of the web documentaries for *Attack of the Clones*, you talked about how unique Samuel L. Jackson's lightsaber technique

was. Can we expect to see a similar style of sword fighting from Mace Windu in *Revenge of the Sith*, or is his style a little more disciplined and formal in this episode?

NG. In Episode III, Mace has to use every ounce of his ability, which he really didn't have to do in Episode II. He has to fight for his life this time.

Q. I noticed in the Episode III video-game screen shots that Anakin uses Force lightning. Does he also use that ability in the movie?

NG. No, he doesn't. He lets his sword do the talking.

Q. Was Chewbacca temperamental to work with?

NG. Not if you had some doggie biscuits with you.

Q. What kind of fighting style did you give to Sidious?

NG. It took me a really long time to work out his style, and he has a style that's constantly changing, but I did it in a way that you'll never get the better of him. The style is ambiguous—he'll fight less than you and draw you in. You're a sucker if you think you're going to better him.

Q. How long did it take to rehearse the final lightsaber battle between Anakin and Obi-Wan? Did anyone get injuries while rehearsing?

NG. It took eight weeks—Hayden for eight weeks and Ewan for six weeks. There were a few sore fingers.

Q. What can you tell us about your cameo in *Revenge of the Sith*?

NG. It's shot as a hologram, so it will be small, and I imagine that if you blink you might miss it. Fans will probably be able to see more of me in the game than in the movie.



PHOTORECEPTOR

Insider digs deep into the Lucasfilm archives to bring rare and never-before-seen photos to readers everywhere.

CAMIE CLOSE-UP (1)

Koo Stark plays Camie, an Anchorhead teen cut from *A New Hope*. The unseen camera angle at the Anchorhead location reveals very little of the coastal shore.

DARK OMEN (2)

Even before splitting open to reveal a vision of the future, Darth Vader's spectral helmet presents Luke with a chilling omen.

A REAL FIXER-DOWNER (3)

The Fixer (Tony Forrest) has a way of cutting through Luke Skywalker's enthusiasm.

UH, MOVE ALONG (4)

Let's just pretend we never saw this.

MANDALORIAN EYES (5)

Early paint explorations on Baba Felt's costume included organizational sigils of the Mandalorian supercommandos, an idea that was abandoned during the development of *The Empire Strikes Back*.

ENDOR'S WORST DRIVERS (6)

Gang way! Here comes Paploo (Kenny Baker), and he can't reach the brakes!

Edited by Paul Ens; content by Pablo Hidalgo and Bonnie Burton

SOLUTIONS TO THE PUZZLES FROM PAGE 76

LUCAS FILMS

J	A	W	A	M	N	O	T	M	C	M						
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ATTACK OF THE CLONES

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Insider Survival Tips For Waiting in Line

EPISODE III IS COMING TO THEATERS MAY 19. WHILE SOME STAR WARS FANS PATIENTLY AWAIT THE OPENING DAY OF *REVENGE OF THE SITH*, OTHERS ARE PREPARING TO ENSURE THEY GET THE FIRST TICKETS WITH A LENGTHY STAY IN LINE. *INSIDER* HAS SOME SUGGESTIONS FOR THOSE WHO ARE BRAVING THE ELEMENTS AND POSSIBLY RISKING JOBS, RELATIONSHIPS, AND HEALTH TO BE ONE OF THE FIRST FANS TO SEE THE FILM. *By Gregory Hirsch*



R2-D2 ROLL-ON DEODORANT

Waiting in line for a couple of days may reveal your dark side. We suggest lowering your shields with R2-D2 Roll-On Deodorant. Other recommendations: Dagobah Wet-Naps, Eau d'Alderaan.



JABBA SLABBA™

Only Padawans still play with yo-yos. Upgrade to Jabba Slabba and gross out the fans behind you. It's the slimy messy barrel of fun that contains rubber mini gangs.

STAR WARS PAPERBACK

You may not want to spoil the movie with the *Revenge of the Sith* novelization, but there are hundreds of others to choose from.

LITE SIDE SIPPER™

As any Tusken knows, the lack of liquid will be the first threat to your wait in line. Be sure to pack a large supply of beverages. Might we suggest a Lite Side Sipper—a flavorful concoction bursting with the energy every Jedi needs with fewer calories than a Dark Side Sipper.

OBI-WAND™ LIGHTSABER FLASHLIGHT

Light your way with the Obi-Wand Lightsaber Flashlight with strobing action. You never know when you may be challenged to a duel. Plus, you can read the latest *Star Wars* novel by its comforting glow.



COMLINK

Cleverly disguised as a common cell phone, your comlink comes in handy for bringing in backups when nature calls.

LAWN CHAIR

Sure, there may be no grass around for miles, but the lawn chair is indispensable for keeping you dry and off the ground.

WEATHER PROTECTION

Don't let it rain on your parade. Make sure you and your pack are protected from the elements. Obi-Wan's robe did a good job on Kamino, but unless you have the same tailor, *Insider* suggests having some trash compactor bags on hand.



SALACIOUS CRUMBCAKES™

Even the hardest of Jedi gets hungry. Be sure to bring plenty of snacks. Our favorite are the unsightly but delightfully sweet Salacious Crumbcakes. Other recommendations: Jedi Power Bars, Bantha Jerky.

SLEEPING BAG AND ROLL

You may be in for a rough stay, so be sure to bring a warm sleeping bag and a bedroll to keep you off the cold cement sidewalk. True Jedi eschew a pillow, but you should suffer only so much.



GAME DROID™

Play a pocket version of *Sabacc* on your Game Droid and let the growing pile of virtual credits take your mind off the ensuing hours.

JEDI STIMPACS

Don't risk nodding off through the movie after all those sleepless nights of waiting.

SUNGLASSES

Earth may lack twin suns, but its days are long. Protect your eyes and look cool doing it. Plus, you can take quick naps without others knowing.



JAWA BREAKERS™

You never know when a friendly creature or Jedi of the opposite sex may strike up a conversation. Make sure your breath is always at the ready with Jawa Breakers—the multilayered candy with changing flavors, such as Cinnamon Sith and Gamorrean Grape. Comes in a Jawa Blaster dispenser. Other recommendations: Asteroids Breath Mints, Gungan Gummies.

OUTFIT ESSENTIALS

Above all, no fan should be without a *Revenge of the Sith* cap and shirt. Sure, you could appear in full stormtrooper armor, but why not dress in style and comfort?

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Escape the noise of the street and practice your Jedi meditation with a blissful serenade of "Princess Leia's Theme" through the C-3POD. Holding over 6 million songs, the C-3POD allows you to carry the entire *Star Wars* soundtrack library with you at all times.



RAVING THA TRACKS

NOV 01 2004



BY THE FANS.
FOR THE FANS.

IN THIS ISSUE:

- Super Trooper
- Star Wars Tattoo Art
- The Way We Were
- Editorial

SUPER TROOPER

Stormtrooper Leon Clarence Makes Tracks in the New York City Marathon

Since 1970, some of the best runners in the world have raced for honors in the streets of the Empire City. Run through five boroughs, from Staten Island to Central Park, the race attracts more than 2 million spectators and relies on the efforts of more than 12,000 volunteers. Over 35,000 competitive athletes travel to New York, including Olympic medallists, professional marathoners, seasoned runners, and... a stormtrooper?

Clad in a full suit of stormtrooper armor, complete with helmet and boots, Leon Clarence of the 501st Legion of Imperial costumers has completed the entire 26.2-mile course not once but twice in 2003 and 2004. Considering the hills, the heat, and the restrictive nature of the hard plastic suit, Clarence's achievement seems nothing short of a miracle.

Clarence, a native of the United Kingdom, first came to New York to run the marathon in 1999. An experienced runner, he completed the race wearing typical running gear. The event, and the city, made a good impression.

"New York has a special place in my heart," says Clarence. "I had such a great time when I came over that week in 1999 that I decided I wanted to live in New York."

Through a work assignment with his company, Clarence was able to live two and a half years in the city. It was then that he met local members of the 501st Legion and, as he describes it, his stormtrooping hobby really took off.

Clarence ran the New York City Marathon again in 2000, but before he would run it again in 2003, he decided he wanted to make his race more significant. But of all the ways to make a race significant, why choose armor?

"Why not?" asks Clarence. "It's a great tradition in Britain to raise money for charities while running marathons in costumes, so I decided I would run in armor."

His decision was met with mixed reviews. Some simply told Clarence he was crazy, and some predicted it would be physically impossible to run even a short distance in armor, much less a full marathon. Most, says Clarence, were very supportive.

In the fall of 2003, Clarence took his place in the starting lineup on the morning of November 2 in full stormtrooper armor. He completed the race, raising money for the Starlight Foundation (starlight.org). Clarence also wore a patch in remembrance of Chanel Vanecek, a young 501st member who had died suddenly that fall.

"Chanel was a member of the 501st," says Clarence, "and her death shocked us all. I decided to run wearing her memorial patch. I was running to raise money for the Starlight foundation, but I also made it known that any members of the 501st who wanted to support me could send money to the memorial fund for Chanel's daughter."



Leon Clarence's official photo from the 2004 New York City Marathon

"These are the ones who like to go out and have fun, but to have fun with a purpose."



Clarence wore a memorial patch for fellow 501st member Graham Campbell during the 2004 event.



Have you seen this trooper? A supporter hunts for Clarence.



Headed up 5th Avenue, Clarence keeps pace with a pack of his fellow marathon contenders.

In 2004, Clarence was back for the marathon, flying over from London since he had finished work in the States and moved back to England. The 2004 race was tougher from the start. Clarence had not been well and had not been able to keep up with a strict training program vital for any distance runner, particularly a runner wearing heavy armor. He was not discouraged, however, and showed up to run.

"With the money I'd raised I thought 'I can't not run this year,'" recalls Clarence. "There's too much money riding on it."

According to Clarence, the sheer audacity of what he does attracts a lot of sponsorship support. Many offer "success only" contributions: "I'll donate \$X only if you finish the race in that armor."

Clarence ran for two charities in 2004: the Starlight Starbright Foundation and CHASE, an organization that helps run hospices for children. Sadly, he again ran with a memorial patch, this time for trooper Graham Campbell, the founder and CO of the United Kingdom Garrison who had died in an auto accident earlier that year. It was a tough race, but the crowds helped Clarence persevere until the end.

"Anyone who troops in armor can tell you that part of the joy of trooping is the reaction you get from people," he explains. "Running past millions of New Yorkers—the jubilation is tremendous. The reactions are so much fun to see...so many people smiling and looking on in disbelief."

Clarence immediately turns the spotlight away from himself, however, when talking about his marathon undertakings.

"People often remember me as the guy who ran the marathon," he says, "but it's easy to forget that there was a whole team of people following me around and supporting me."

Clarence credits members of the Empire City and Northeast Remnant Garrisons of the 501st for tremendous support. The Empire City Garrison, and member Frank Usamanont in particular, coordinated pit crew duties and race support. Northeast Remnant members helped with fundraising and publicity, and member Dion Rupa created a commemorative T-shirt. All encouraged the white-clad runner along the race route.

"They get the real credit. I just turn up and sweat my way around," says Clarence. "They are the ones who made it more meaningful. It was nice to know there were people there rooting for me on the way down. My pit crew, plus millions of New Yorkers."



Clarence's pit crew coordinator, Frank Usamanont, gives "the Brit" an encouraging word near the end of his grueling day. Central Park, and the end of the race, are just ahead.

Will Clarence be back on the marathon route in 2005?

"I think it's almost expected of me now," he admits. "I've agreed to get back in 2005, and another member of the New York City Garrison is planning to join me."

To those contemplating taking on impressive fundraising efforts in costumes or armor, Clarence recommends thorough preparation.

"If you're doing it in costume, make sure you can move," he says. "I had to make modifications to my armor to make sure I could run without terrible chafing and cuts. I suffered from some anyway, but preparation was key."

On a side note, Clarence currently holds the 501st record for consecutive time spent in armor—36 hours during Dragon*Con in Atlanta, 2003. The record had been held by a 501st member from Germany, and Clarence had a lot of support from his Garrison mates to go out and beat that record.

According to Clarence, there's always good fun in store for fans, but that fun often has a larger significance.

"Particularly in the 501st, and in Star Wars fandom in general, there is a huge propensity for doing good," concludes Clarence. "It's hard not to be overwhelmed by the level of support you get. These are fans who like to go out and have fun, but to have fun with a purpose."



After completing the entire 26.2 miles of the race, Clarence wears a marathon finisher's cape while at last enjoying time out of his helmet.

COMMITTED TO THE GALAXY

Star Wars Tattoo Art Draws Enduring Fandom



Shane Turgeon has both Yoda and Luke Skywalker tattooed on the same arm. He plans to have an entire "calf sleeve," a series of tattoos that will encircle his leg, completed this year.

Star Wars fans are known for committing a lot to their passion, including weekends of community service, money for action figures, and time waiting for *Revenge of the Sith*. The regulars at Shane Turgeon's website, tattoosandtoys.com, have also committed a very large expanse of skin between them in honor of the galaxy far, far away. Turgeon's site features a vast gallery of Star Wars tattoos, some of them incredible in their artistry.

Tattoos have been around for thousands of years, and the practice was surrounded by social stigma for generations. That stigma has lifted recently, and tattoos are now popular, almost familiar expressions of individuality.

"More and more people from all walks of life see tattooing as an artistic way to express their individuality and pay homage to their culture, interests, or loved ones," says Turgeon. Turgeon's site champions individual expression through galleries of member tattoos, including more than 400 Star Wars works inscribed on fans in a host of countries.

"Star Wars has had a significant impact on modern culture, and it means so much to so many people around the world," says Turgeon. "Each and every Star Wars tattoo is as unique as its owner and is a way for fans to express what Star Wars means to them on a personal level."

Tattoos seem to be a juxtaposition of art that's both overtly public and intensely personal. The uninitiated might wonder why anyone, whether a dedicated Star Wars fan or not, would consider making something a permanent part of their skin. Turgeon insists that the reasons for getting tattoos are as varied as the people who wear them.

"I designed this tattoo from an idea from the old 'Vader in Flames' logo from *The Empire Strikes Back*," says Peter Weel of Tilburg, The Netherlands.



Mickey Williams of Ontario, Canada was a fan of Yoda and had always wanted a tattoo of the Jedi Master with a lightsaber. "The Clone Wars Yoda kicked butt!" says Williams. "I look forward to getting a Boba Fett, Darth Vader, and maybe some TIE fighters inked soon."



Greg Bukowski, a tattoo artist at Absolute Tattoo in Baltimore, Maryland, inked this Darth Vader tattoo on his own leg. Bukowski looks forward to creating more Star Wars tattoos for clients.

...an artistic way to express your individuality...



A forearm tattoo from Paul Herbert of Glasgow, Scotland. "Darth Maul is one of my favorite Star Wars characters!" writes Herbert.

The rich, powerful imagery of Star Wars lends itself to tattoo art. Treasured by the fans who wear them, illustrative Star Wars tattoos are also favorites of the artists. The multitude of aliens, worlds, heroes, villains, creatures, and starships inspire custom tattoo designs. Custom tattoos, created by the wearer and the artist, appeal to aficionados far more than flash art; the "off the wall" designs typically on display in tattoo establishments.

"Custom work presents a challenge for the artist, and it gives the client a distinct piece that sets him apart from everyone else," says Turgeon. "Finding an artist who is a big Star Wars fan and who is willing to draw up a custom piece will ensure you end up with a tattoo that you'll be happy with for the rest of your life."

Turgeon urges tattoo newbies to take their time finding a good artist in a reputable studio. "After all, this image is going to be on your body for life," he warns.

Turgeon founded tattoosandtoys.com after he got his first Star Wars tattoo. He wanted to share it with other fans, fans of both of tattoos and Star Wars, but discovered it was not easy to track them down.

"I knew from reading Jon Bradley Snyder's tattoo article in *Insider* #26 that I wasn't alone in having Star Wars ink but finding other like-minded people, or even photos of other Star Wars tattoos, wasn't an easy task," says Turgeon. He then created a website where tattooed fans could display their photos in dedicated galleries. The galleries have grown substantially, and the site has become a forum community populated by enthusiasts from many countries.

Turgeon is currently working on a Star Wars tattoo art exhibit for Star Wars Celebration III, coming this April 21-24 in Indianapolis. Although all the details are not yet finalized, fans can anticipate some impressive examples of Star Wars tattoo art. For the latest updates on Celebration III, including program schedules, go to starwars.com/c3 or starwarscelebration.com.

THE WAY WE WERE

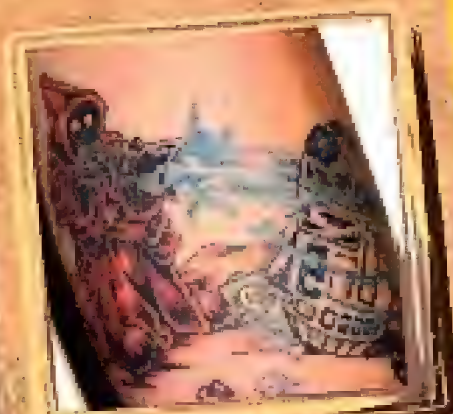
John Singh



Jeff Reyes has gotten this tattoo inked in segments on his back by three different artists. "I feel you should only get tattoos of things that represent you and things that are important to you," says Reyes, "and *Star Wars* is one of those things."



Debbie Hurst sent in this photo of a dramatic Boba Fett and Chewbacca confrontation, created by artist Babak Tabetabadi at Standard Ink in Chattanooga, Tennessee.



Urbini Artist Ray Hamrick created the classic Jawa/R2-D2 confrontation for James Crane at Inks Links in Gastonia, North Carolina.



Not a tattoo but certainly a form of permanent self-expression, Kam Beck's imperial brand took more than 100 strikes with searing hot steel to complete. "All for the love of *Star Wars*," says Beck, who had this done right before Celebration II in 2002.



I was 10 when I saw *Star Wars* for the first time, and for the rest of the summer my friends and I spent many afternoons standing in line at the Valley Circle theater in San Diego," recalls John Singh, photographed here in 1978. "*Star Wars* captured and stretched our imaginations."

Singh, who is the International Publicity Manager at Lucasfilm, recalls numerous hours spent reenacting the scenes from the film with his sister and friends, long before Kerner released the first toys. After his parents gave him a Super-8 movie camera for Christmas that year, Singh and his friends spent every weekend for four months filming their own remake of *Star Wars*. Singh's fandom continued through *The Empire Strikes Back* (six hours in line at the Cinerama) and *Return of the Jedi* (a day off from school for the opening), and on to his work today.

"Being part of *Star Wars* through working at Lucasfilm is almost unbelievable to me," says Singh, "because *Star Wars* has been a part of me for so many years."

EDITORIAL

Commitment



People who cannot commit are the inspiration for countless story lines. Individuals suffering from the proverbial cold feet fuel the flames for volumes of "chick lit" novels, plus television and movie screenplays, gossip columns, and certainly the pages of my journal.

As I worked on the articles for this issue of *Bantha Tracks*, the word "commitment" jumped right off the pages. What is it about *Star Wars* fans that makes them willing to give their all for their passion? One runs 26.2 miles in stormtrooper armor. Another has a Wookiee tattooed on his leg. Yet another has the Imperial symbol burned into his skin with a searing hot iron.

Overly enthusiastic or not, these people are just not afraid to commit!

Even if you're sweating along in armor, commitment demands a certain level of belief that what you're doing is right and that it deserves a level of sacrifice. Over and over again I read e-mail and letters from fans who contribute their week-ends to benefit their communities or charitable organizations. Many have offered volunteer hours at *Celebration III*, choosing to help out rather than spend all their time enjoying the show.

Why? Because they enjoy being part of the greater *Star Wars* community, and they want to give something back, whether sharing their obsession through a tattoo or seeking contributions for a good cause. Our lives and the texture of our *Star Wars* community are far richer thanks to them.

Do you want to practice some commitment of your own? Commit to *Bantha Tracks—Online and Print!*

Many of the fans you read about in *Bantha Tracks* are here because they or their friends sent a tip that a good story was ready for writing. You, your friends, your local fan club, and other *Star Wars* fans you know have two potential destinations for stories and photos:

Bantha Tracks Online, published on starwars.com every other Thursday, exclusively for members of Hyperspace: The Official *Star Wars* Fan Club

Bantha Tracks Print, part of every issue of *Star Wars Insider*

Send news, local fan events, pictures, and info (see submission guidelines below). Currently, we're looking for these submissions in particular:

Celebration II Memories

What are your favorite memories from *Star Wars Celebration II*? Were you in the costume contest? Did you find new friends in line, build a diorama, or finally meet your favorite Ewok actors? Did your kids star on the Jedi Training stage or learn to draw *Star Wars* aliens? Share some of your best moments in *Bantha Tracks*.

Standing in Line

It has already started in Seattle and soon will spread all over the globe. *Star Wars* fans are getting ready to get in line for *Revenge of the Sith*. Standing in line for *Star Wars* films is not about tickets anymore but about the community of fans celebrating together. Many local fan groups that are active today met while lining up for *The Phantom Menace* or *Attack of the Clones*. Send *Bantha Tracks* your photos and stories of line adventures from films past, plus news on how other fans can find your line.

Your "How To Draw"

Pictures from *Star Wars* Kids

Star Wars artists Randy Martinez, Thomas Hedges, Cynthia Cummings, Chris Treves, and Joe Conney provided great step-by-step instructions on how to draw Yoda, Darth Vader, Gamorrean Guards, the Millennium Falcon, and Boba Fett. Go to starwars.com/kids/activity/draw, then send your drawings to *Bantha Tracks*. Please be sure to include your age.

Reprint of the Sith—Your Darth Vader Art
Episode III *Revenge of the Sith* is all about the rise of our favorite Sith Lord, Darth Vader, and *Bantha Tracks* wants to see your Darth Vader artwork. We'll take electronic submissions, envelopes, and work sent by snail mail, but please follow the complete submission guidelines below.

Local Fan Event Calendar

Post your next local *Star Wars* fan event on *Bantha Tracks Online*. A new edition of *Bantha Tracks* is scheduled to go live every other Thursday. The deadline for time-sensitive material is the previous Monday night.

Mary Franklin
Mary Franklin
Editor, *Bantha Tracks*



***Bantha Tracks* Submission Guidelines**

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to *Bantha Tracks* will not be returned. Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of Hyperspace: The Official *Star Wars* Fan Club. Send electronic files to banthatracks@liveset.starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, Lucasfilm, P.O. Box 16228, San Rafael, CA 94912.

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Be one of the few to own the general movie-going public's first introduction to *Star Wars*: Episode III *Revenge of the Sith*. This theatrical teaser banner boldly conveys the main theme and spirit of the film: the transformation of the heroic young Jedi Anakin Skywalker into Darth Vader. The dark cloud of his future is represented by the flowing cloak with features of the Dark Lord he is to become. Those features are even more pronounced than the shadow that attached to Anakin as a young boy on the teaser poster for *Star Wars*: Episode I.

Get this one while you can exclusively at StarWarsShop.com!

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COLLECTOR'S PICKS

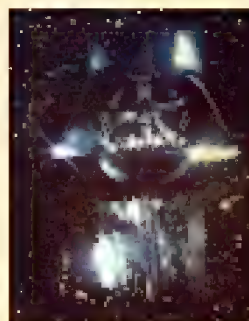
#1



Name: Lisa Stevens

Job: CEO, Paizo Publishing;
President, Star Wars Fan ClubCollecting Star Wars since: 1977
(but not fanatically until 1994)Favorite area of collecting:
Star Wars arcade machinesFavorite Star Wars collectible:
Original painting for the backdrop of the
vintage Kenner Action Figure Display Stand

#2



#1 Limited-Edition 14" Darth Vader Statue \$200.00
"With *Revenge of the Sith* just around the corner, Darth Vader collectibles are going to be even HOTTER. And this Gentle Giant statue masterfully captures the majesty and menace of Vader. Previous Vader statues have been screaming hot on the collectibles market."

#2 ESB 20 x 30 Photobusta Set \$49.99
"This set of photobustas was sent to movie theaters to decorate their lobbies. In general, promotional items like these tend to be destroyed or thrown out, so they are pretty rare. With Lucasfilm so graciously offering these for sale, how can you pass up the chance to get a piece of history?" ☆

#3 Signature Edition Slave I \$489.99
"Code 3 makes some of the nicest high-end *Star Wars* collectibles. Not only does it have the attention to detail that you would expect, but it is also a Boba Fett-related item, which like Vader items, tend to be among the most sought-after collectibles."

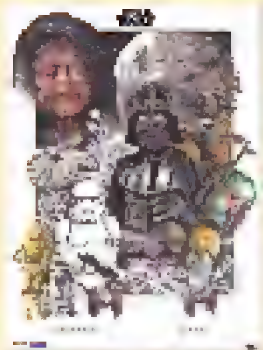
#4 Limited-Edition, Hand-Signed Print For Muscular Dystrophy \$45.00
"I love to collect items that are a bit outside the norm. The artist, Paul Jorden, had contacted me about getting his artwork officially sanctioned so he could raise money for the MD Association. So now you can nab a rather rare and exclusive art print while helping out a great cause!"

#5 Episode III Tee/Sweatshirt \$16.99/\$44.99
"These two pieces of apparel sport the Episode III *Revenge of the Sith* logo that was unveiled at Comic-Con this past summer. With the nostalgic similarity to the *Return of the Jedi* logo (and the rare *Revenge of the Jedi* logo), these shirts should have staying power in the collectibles market for years to come!" ☼

#3



#4



#5



WHAT'S NEW



B



A LucasArts Republic

Commando T-Shirt \$16.99

The T-shirt for gamers: "Who's watching your back?" ☆

B Matted Star Wars: Clone Wars

General Grievous Persona Animation Cel \$279.99

The second in a series of new, hand-painted, signed character model sheets! (prototype pictured)

C Darth Vader FX Lightsaber, Episode V \$219.00

Official reproduction of Darth Vader's lightsaber from *The Empire Strikes Back* with sound/light effects (prototype pictured)

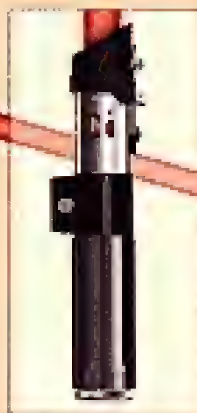
D Framed "Force of Life, Power of Death" Giclee on Paper \$495.00

Based on the original painting by artist John Berkey!

E Darth Vader Giant PEZ Dispenser \$29.99

Metallic, 12.5" PEZ Dispenser Includes Star Wars music and Darth Vader phrases.

C



D



E

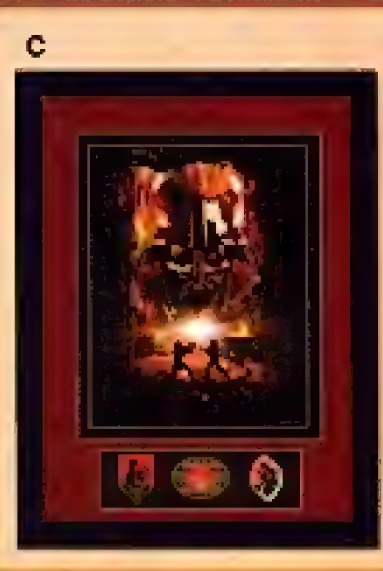


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- B LEGO Connect and Build Pen Set \$39.99**
A toy, collectible, and writing instrument all in one!
- C Darth Vader Framed Pin Set \$99.99**
Combining the media of metal and paper, this piece includes printed art and three stylish pins!
- D Star Wars Lightsaber Battle TV Game \$69.99**
Test your Jedi skills with this interactive game that plugs directly into your TV. (prototype pictured)



- E Vader Chopper Hat \$15.99**
Black chopper hat with Vader emblem art and Vader logo on back
- F Anakin Skywalker FX Lightsaber, Episode III \$119.00**
Official reproduction of Anakin's lightsaber from Episode III, complete with sound and light effects (prototype pictured)
- G Yoda 3D Lenticular Poster Card \$9.99**
From a meticulous photo and art rendering process comes this exquisite 10" x 8" 3D Lenticular.
- H Super Deluxe Darth Vader Mask \$129.99**
The first Episode III-inspired Darth Vader mask!

Episode III Movie Gear



A LEGO Wookiee Catamaran and Swamp Speeder \$49.99
Includes two Wookiees, two clone troopers, Yoda, and Jedi Luminara Unduli with light-up lightsaber! (subject to change)

B Giant PEZ Dispensers \$24.99 each
Fun 12.5" PEZ Dispensers include Star Wars theme music! (each sold separately)

C Vader Emblem Pin Set \$27.99
In exciting tattoo-like style, this set of four pins adds a fresh look to any collection!

D Anakin Scaled Lightsaber, Episode III \$35.00
Detailed .45-scale replica of the prop (prototype pictured)

E Darth Vader Soft Square Lunch Kit \$12.99
New from Thermos, this lunch kit comes complete with water bottle.

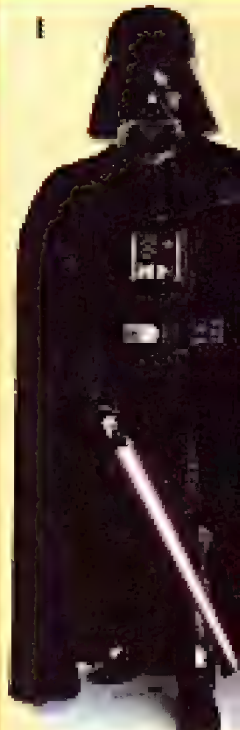
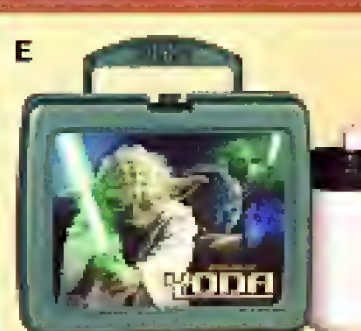
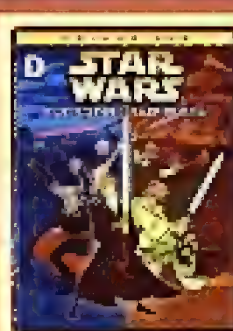
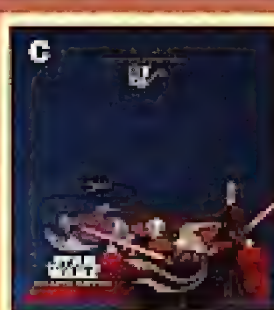
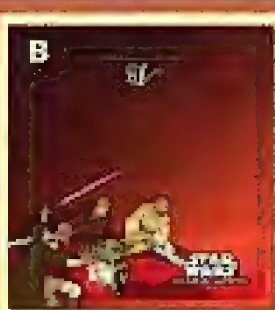
F Sith vs. Jedi Game Controllers 2-Pack \$29.99
Victory is yours with these Star Wars programmable controllers. Available for the PS2 or Xbox.

G LEGO Key Chain Set \$19.99
This new key chain set from LEGO includes Yoda, Darth Vader, Chewbacca, and R2-D2. (prototypes pictured)

H Jedi & Sith Lightsabers \$12.99 each
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- C Separatist Checkbook Cover \$39.99 ☆
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- E Yoda Plastic Lunchbox \$12.99
- F Original Trilogy Vintage Figure Assortment Wave 2 \$89.99

- G Darth Vader Manga Art Coffee Mug \$13.99 ☆
- H Kotobukiya Chewbacca Vinyl Model Kit \$99.99
- I Darth Vader Life-Size Standee \$29.99
- J Star Wars Gray and Navy Jedi Trucker Cap \$15.99
- K Princess Leia Kid's T-Shirt \$14.99 ☆
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- 11 2 Anakin Skywalker™
- 11 3 Yoda™
- 11 4 Super Battle Droid™
- 11 5 Chewbacca™
- 11 6 Clone Trooper™
- 11 7 R2-D2™
- 11 8 Grievous's Bodyguard™
- 11 9 General Grievous™
- 11 10 Mace Windu™
- 11 11 Darth Vader™
- 11 12 Emperor Palpatine™
- 11 13 Count Dooku™
- 11 14 Chancellor Palpatine™
- 11 15 Bail Organa™
- 11 16 Plo Koon™
- 11 17 Battle Droid™
- 11 18 C-3PO™
- 11 19 Padmé Amidala™
- 11 20 Aqen Kolar™
- 11 21 Shaak Ti™
- 11 22 Kilt Fisto™
- 11 23 Royal Guard™
- 11 24 Mon Mothma™
- 11 25 Tarful™
- 11 26 Yoda™
- 11 27 Obi-Wan Kenobi™
- 11 28 Anakin Skywalker™
- 11 29 Ki-Adi-Mundi™
- 11 30 Saesee Tiin™
- 11 31 Luminara Unduli™
- 11 32 Aayla Secura™
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- 11 34 Clone Pilot
- 11 35 Palpatine™
- 11 36 General Grievous™
- 11 37 Vader's Medical Droid™
- 11 38 AT-TE Gunner™
- 11 39 Polis Massan™
- 11 40 Mas Amedda™
- 11 41 Clone Trooper™
- 11 42 Neimoidian Warrior™
- 11 43 Wookiee Warrior™
- 11 44 Destroyer Droid™
- 11 45 Tarkin™
- 11 46 Ask Aak™
- 11 47 Meena Tills™
- 11 48 R2-D2™
- 11 49 Commander Bacara™
- 11 50 Anakin Skywalker™ on Mustafar™
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- 11 52 Zett Jukassa™
- 11 53 Utapaun Warrior™
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